

1987 BRAINSTORMING SESSION  
PAJARO DUNES  
DECEMBER 1987

C O M P A N Y   P R I V A T E

DO NOT DUPLICATE

DISTRIBUTION:  
Dan Van Elderen  
Lyle Rains  
Rich Moore  
Chris Downend  
John Ray  
Rick Moncrief  
Pete Takaichi  
Mary Fujihara

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TENTATIVE AGENDA: PAJARO 1987

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MONDAY 12/14/87

ARRIVE AND CHECK-IN: 7:00-8:30 PM. Get keys from reception center.

- Please plan on working a full day Monday and leave after work...travel time w/o traffic is about 75 min.

PRELIMINARY MEETING: 9:00- 10:00PM (after the 49er game)

- MEET IN SHOREBIRDS UNIT # 262 - it's central & big.
  - Mike: Market segments and sizes (Video, Pinball, redemption), sales figures, operator and distributor attitude, major competitors, Coin-op video market segments: by cabinet style, and cost.
  - Mary: Industry trends, What's Hot, Market place analysis, Game Trends and Fads (sports, military, combat etc), features that improve earnings (add-a-coin-continuation, and other features from game such as Super Sprint that help earnings.
  - Dan: Consumer product plans, USA, Japan, and Europe.
- .....

TUESDAY 12/15/87 NOTE: Meals and large group meetings are at the LAGOON HOUSE.

BREAKFAST: 8:00 AM French Toast and scrambled eggs

LARGE GROUP MEETING: 9:00 AM (9:30 ACTUAL START) TO 1:00 PM

- WARM-UP GAME (45 min.): TWO COMPETING TEAMS - play Pictionary
- BRAINSTORM ON IDEAS SUBMITTED AT IN-HOUSE SESSIONS  
Milt Loper's group first, then Mike Hally's

LUNCH: 1:00 - 2:00 PM Crab and Shrimp Louie

LARGE GROUP MEETING: 2:00 PM TO 6:30 PM

- CONTINUED BRAINSTORM ON IDEAS FROM IN-HOUSE SESSION.  
Rich Moore's group, then Chris Downend's group.
- AT 6:00 PM, Stop and discuss topics for small group meetings. Topics might include new controls, electro-mechanical games, new markets, toys, simulation games, consumer games, as well as a group or two on refinement of the best of the in-house video game ideas.

DINNER: 7:30 PM New York Steak

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WEDNESDAY 12/16/87

BREAKFAST: 8:00 AM Crepe and scrambled eggs

LARGE GROUP MEETING 9:00-9:15 AM

- select people and places for small group meetings (5 groups of 6-8 people).

SMALL GROUP MEETINGS: 9:30-11:30 AM

RECREATION TIME: 11:30-1:00 PM

- CHECKOUT

LUNCH: 1:00-2:00 PM Chicken Tostada

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LARGE GROUP MEETING: 2:00-5:00

- SUMMARY OF SMALL GROUP
- VOTING ON FAVORITES
- MARKETING / SALES SUMMARY OF THEIR FAVORITES AND/OR OPINIONS

SALES RECAP - TAYLOR

In the past 12 months we have seen 4 fabulous games: 1) OUTRUN from Sega which sold for \$2995 as an upright moving about 5k units; 2) ARKANOID from ROMSTAR/TAITO which did very well as a bar piece and a cheap kit moving about 10-12k units plus as many as 5k copies; 3) DOUBLE DRAGON from TAITO which sold for \$1995 and moved about 7k units; and 4) AFTERBURNER from Sega which sold for \$2995 as an upright and \$13000 as a sitdown moving 300-400 units as a sitdown.

Comment: Tremendous graphics on Segas products: Large growth motion objects seem to be a key. Can we do it?

The ROI (return on investment) for these hot games was about 6 weeks compared to a typical 10-12 weeks for Atari games.

Based on a Price Waterhouse survey of industry sales of videos, Atari had about 35% of the market.

THE OPERATOR: Healthy and wealthy. 60% report increased income. They are more choosy now than 6 months ago. Low competition at the operator level. Base is stable, not growing or shrinking.

THE DISTRIBUTOR: Not increasing sales base, but still selling more games. Also more financially sound. Clogged with pinballs - market is soft on pins. Distributors have lots of inventory so they are being cautious. At AMOA they hardly bought anything. At AMOA Taito took 40% of the business, Atari took 25%, and the rest took 25%.

OTHER MANUFACTURERS: THE MAJOR COMPETITOR HAS BEEN SEGA. They beat us on graphics and have good gameplay. Thunderblades looks like another Afterburner. Their Engineering group is 2x to 3x the size of Atari. Hot games right now are: DOUBLE DRAGON earning \$100-200 more per week than Xybots and selling for \$1995. OPERATION WOLF is very strong earning about the same as Double Dragon, and costing \$2295 (the same as Xybots).

## MARKET TRENDS - Fujihara

The industry trend set by Gauntlet and SuperSprint continues - see lots of multi-player games with buy-in and build-a-character themes.

Multi-player is here to stay; need to create new rules to get players to INTERACT in multi-player settings.

The market shows recent successes in Combat/War themed games with very graphic scenes - many are re-makes of Commando/Ikari Warriors.

Other remakes have been hot including Sega's remakes of driving games as well our efforts on Blasteroids and Tank. This re-make trend will continue; there is nothing wrong with this provided the re-make is different and incorporates contemporary game design ideas. It works in the movie and toy industries.

Part of our near-term strategy is to fill the gaps with our quick re-makes: Blasteroids and Tank.

On Graphic trends: The Large growth Motion Objects in Sega games is significant; Double Dragon continues this to a certain extent.

## COMPANY DIRECTIONS

ARCADE OPERATIONS: Doing well. Looking at more growth steps. East: plan to expand Barrel of Fun chain. West: looking for new sites in major malls. Having our own operations group keeps us better tuned into what is happening at the operator level. On east coast top games are prize redemption games.

CONSUMER: Doing well on licensing titles/themes to 3rd parties for conversion to various home computers; in USA OK, in Europe Great. Signed license agreement with Mindscape to market 5 titles in NES market (Sprint, TOD, 720, Roadrunner, Paperboy). Atari will also do NES products direct thru Tengen. The earning potential in Consumer is too lucrative to pass up. Will tap these lucrative opportunities, but our roots are in coin-op and the emphasis will stay there for this engineering organization.

COIN-OP: Major Lawsuit in progress with Taito over Arkanoid. Conservative legal opinion is that we will win. Will take years to resolve.

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BRAINSTORMING 1987

Small Group Discussion

Toys and Board Games

Names of board games you like or liked as a child

Mousetrap, Operation, Twister (make a new version with sensors? Shock people for making a wrong move. "Adult" rules—they made it a plastic sheet for a reason, didn't they?), Life (neat spinner on the board, could we do one with L.E.D.'s and sound effects like a car engine or a jet plane?), Monopoly (Cashflow idea with debit cards would be great), Sorry, Candyland, Shoots and Ladders, Clue, Stratego, Risk, Caper (something Mike H. had played that nobody else had heard of).

Marketing/packaging issues

Novelty games have different size boxes (Trivial Pursuit, etc.) many of these are targeted at adults.

Generally, all boxes are of a standard size and we should keep with this standard, especially for children's games. An exception would be a high-end adult "bookshelf" game that could be embossed, in simulated leather and plush with game playing pieces of high perceived value.

Instructions should be on the top of the box where they can easily be found and referred to, this is in keeping with a good standard for board games.

Advertising is critical for toys and board games.

Tie-in Atari's name whenever possible through a connection with recognizable products (Gauntlet, Centipede).

Low-cost electronic boards would be a big novelty.

Card reader, either bar code or magnetic stripe, would be a novelty also.

In Japan, they include batteries with their toys and games and we should too or at least have a rebate coupon for batteries. There was debate over what type of batteries would be the best to use.

Marbles and dice are good play pieces because they are easy to replace if they get lost. In little kids games we have to be careful not to include pieces that look edible (Hi Ho Chero—how did they get away with it?) Bad play pieces include the spinner thing from Twister; we should avoid that type of cheap cardboard spinner.

Arcade, home computer, board games and toys should all be tied in as a complete line of entertainment products.

We should investigate manufacturing facilities overseas to make high quality, low cost game pieces.

Specific game ideas

In keeping with the name Tengen, we should do a Go game designed specifically for American kids; like Sorry is a take off of Parcheesi (sp?). Slide spots, draw cards, intersections are worth different point values (like Scrabble), bonus intersections, more random elements, maybe a board (topographical) with terrain that shows different areas.

Card games such as Uno, Mille Bornes (sp?)

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## Specific game ideas (cont'd)

Design board games and toys off of our existing and upcoming titles such as Gauntlet, Blasteroids, 720, Temple of Doom and Paperboy. (Temple might have some licensing problems and costs but it would make a great game.)

Develop a model of the ships used in Blasteroids.

Gauntlet board game. An introduction to D & D for kids with simple rules a game board instead of an open universe. Maybe build the maze with leggo-style bricks of different sizes as on Mousetrap. High quality molded plastic characters from the game.

A Road Blasters game based on the Matchbox scenario of building a road around a different planet and having to defend it against the bad guys. Have a spinner thing like the Life game that looks like a wire wheel and makes a car engine noise. (Matchbox has an "in" with toy stores and this might be a good entry for Tengen's first board game.)

Develop a board game called Arcade Man (Arcade Player) that would feature the names of all of our games.

Kids love band-aids so we should do a game with band-aids, maybe made of velcro.

Kids games could have a velcro badges, like sticker, that they stick on themselves. Maybe a wrist badge that they stick different play pieces to as they achieve certain goals or electronic sensors that interact with the game board.

Old vibrating sports games were a drag, we should not do vibrating games.

Swimming pool games for adults or kids would be fun, with moving models of ships with torpedos like a live action battleship game.

Clap controller would be neat, you'd clap to get a certain reaction from the objects on the board. Meowmaker TM for Find the Kitties.



## SMALL GROUP: ELECTRONIC HARDWARE

Growth/Shrink MO's need mega-object /desireable.

Need for specialized "simulator" w/ growth Hardware.

Driver H/W combining DSP and GSP; image digitized then interpolation for dynamic sizing. Turbo current cost \$800 going to \$640 in 4Q88; Multi-sync currently \$680 going to \$550 4Q88.

3D hardware: shutters effect yet require "dirty" glasses/viewport and no attraction element. How about a big shutter for wider viewing?

Functional MOB addressing => direct cell process parameters; more than 56 MOB's pe rline / auto priority schemes. >56 MOBS/line => vertical scanning displays? (top to bottom, left to right).

## GRAPHICS:

More impressive - reality vs. cartoon (impact). Need more vivid than life. Graphics only identity in relationship to other graphics (the environment). Cinematic effects for impact.

Colors and Resolution: ROMS/Pallettes. Better resolution. Multiple monitors. Hi Res. Larger objects. Utility/conversion tool to game hardware. Color design review. Dev team interaction/dynamics. Be aware of ther target audience, "Date a 15 year old".

## SMALL GROUP: MULTI-PLAYER GAMES AND MULTI-DISPLAY GAMES

Linked cabinets - Tom Cat, the jet game. People cannot fly planes; cannot fly looking thru one window; could be 1/2 flown for you. Map showing where you are. Make unrealistic: computer locks you onto target. Even in Ace of Aces occasionally you got "You got away, please start again" - how do you handle that in a video game? Even with good graphics won't see other guy out the window. To fix that, have a small wrap-around universe: keeps opponent close. Give 4G turning capability so you can swing around quickly to see enemy. Have a moving seat that swings display with seat; then as player sweeps from side to side, the picture can too...display could follow enemy keeping it in sight sort of like the pictures in Ace of Aces? Head-up display is all-important. Take on a ride (60%) with some control (40%). Need realism, but has to be a ride, don't have to be algorithmically correct but has to be fun. Have to give player a rush. Afterburner gives you a movie to fly thru. Don't want bi-plane, want speed, rush, want to escape to another world. Competitive and macho is good theme. Simulate a simulator which gives the pilot canned choreographed scenarios to deal with - do the same in a game. Air-ground action is good - gives player a reference point.

Multi-display: Need 6 displays in hexagon around player(s) - one pilot and one tail gunner sitting back to back on seat that rotates 360 degrees inside the display hexagon! Or 3 displays that rotate with one player as he swings left/right. TX-1 had 3 displays: cost was 6500 to dist, 8000 to operator.

## ON-LINE MULTI-PLAYER GAMES

TELEPHONE DIAL-UP. Unlimited people. Several popular games exist: Mega Wars, Moria, Kesmai. Most are role-playing character-building, type games. In Mega-wars you try to build an economy, become master of the universe.

Phone charges: compuserve is \$6.50/hr. @ 300 baud; \$12.50/hr. @ 120 baud. People spend \$100's per month.

Problems with on-line games: Slow update rate, I/O is a keyboard, Expensive to user, Income to creator is so-so.



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T H E  
G A M E  
I D E A S

# Brainstorming 1987 - Voting on the BEST IDEAS

TITLE	PARTICIPANTS VOTING					SALES/MKTING RATINGS
	#1'S	#2'S	#3'S	TOTAL	RANK	
YUPPIE MAN	1	1	4	9	#6	#1
RUNNAWAY TRAIN	8	6	3	39	#1	#4
HELL RIDERS	4	1	3	17	#4	
PAR WARS	5	4	0	23	#2	MOST ORIGINAL
3D RESCUE	3	5	3	22	#3	#3
SPRITE SONG	0	0	2	2		
CASH FLOW BD. GAME	0	5	4	14	#5	#5
PYLON RACER	0	2	0	4		
DEATH WISH	2	4	1	17	#4	#2
3D SPACE INVADERS	1	1	1	6		
RAD	1	1	0	5		
3 IN A ROW	0	0	2	2		
BUMPER CARS	0	0	2	2		
AMOEBAS	0	1	0	2		
TEXAS MASSACRE	1	0	2	5		BEST THEME
DEVASTATION	1	1	1	6		
BALLOON VENDOR	0	0	1	1		

## CONTROLS:

TURKEY BASTER (TM)  
BUZZ SEAT (TM)

NOTE: To arrive at these ratings, first the group nominated titles to the ballot ---arily by yelling the loudest. Then participants were given three votes. Then votes were weighted with the most weight given to #1 votes as opposed to #3 s. The weighted scores were added up and the ranking was established for the first 6 winners. Marketing and Sales also ranked their favorites separately.

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## AMOEBA

DATE: Dec, 15, 1987  
SUBMITTED BY: Brad Fuller

### PERSPECTIVE:

3rd person multi-player, top down. Playfield consists of a micro-world where amoebas (the good guys) fight other microorganisms (the bad guys - bacterium, fungus, virus etc...). The playfield will scroll left-right, up-down. The micro-world consists mostly of a very thin layer of fluid (maybe just conceptually) with surrounding solid areas (land masses?)

### OBJECT OF THE GAME:

The object is to get past and fight microscopic organisms in your path and rid the world of these 'bad' microorganisms before the player's protoplasm runs out. There are a range of microorganisms and their threats to the player's 'micro-world'. Some are mean and hard to kill, some are passive, and some may even join you in your fight if coaxed. The bad microorganisms may be killed only if the player has enough protoplasm. The player can gain protoplasm by adding coins or by touching donor organisms. The more coins you add the more protoplasm you have. Bad microorganisms will drain different amounts of protoplasm from the player when confronted, depending on just how bad they are.

In a multi-player situation, players can join forces for more fighting power. When they join, they become more than the sum of each of their protoplasm amount. This way they can fight 'really bad' microorganisms.

'BAD MICROORGANISMS' - There are quite a bit of possibilities for bad microorganisms. There can be many different types and each will have different amounts of fighting power. They may even be capable of changing into other organisms at inconvenient times. They may also be capable of joining forces (combining into a bigger and meaner microorganism) to fight the player's amoeba. (a different idea is that a player may choose to play as a bad microorganism.)

Bad microorganisms may have different attributes that will be transferred to the player's amoeba when they are killed. The player can also pick up attributes at various places in the fluid. The solid areas in the playfield may provide additional protoplasm and attributes for the player (and for bad microorganisms as well).

### CONTROLS AND HOW THEY AFFECT THE VIDEO:

The player will control his AMOEBA with two controls: Whirlly gig and a turkey baster. The whirlly gig points the player's amoeba in the direction of travel. The turkey baster propels the player's amoeba. The action on screen is like that of a mosquito on water. When the player squeezes the baster, his amoeba is 'squirted' forward. Deceleration at the end of the propulsion is as fast as acceleration. The player will have to continually squirt or propel his amoeba through the fluid to get anywhere. The player fights the bad microorganisms by ramming his amoeba into them. When confronted with a bad microorganism the player will have to squeeze hard at a rapid rate to propel his amoeba into the enemy.

### TECHNOLOGY:

Some inventiveness will be required to construct the turkey baster control. The thought is to give the player a feeling of squirting his way through the fluid. It would be nice if the harder the player squeezed the baster the farther and faster his amoeba would be propelled.

Otherwise the electronic technology is standard.

The following is the description for the updated TomCat game using the latest P raster hardware.

\*\*\*\*\* Flying Game - Jet Fighter \*\*\*\*\*

The player is flying a jet fighter on various missions. In completing these missions the player will encounter computer generated opponents. Opponents may be in the air (other aircraft) or on the ground (anti-aircraft fire, missiles, tanks, tanks firing missiles, etc.)

In linked games the other player could be an opponent or the two (or more) players can fight as a team.

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TRAINING:

At the beginning of the game the player selects whether he wishes full control of his aircraft or whether he wants some measure of computer assist.

The player may also choose which mission level to start the game with.

There will be at least two Training Missions:

1. The computer gives the player a course on how to fly.
2. Training with easy opponents to shoot down.

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COMBAT:

Combat missions start with the player taking off (either under computer control or by himself) and receiving instructions on his mission and a vector to fly. (The vector is what direction to fly.) Examples of combat missions are:

1. The target is an oil refinery. Opponents are few (and easy).
2. The target is a railway line. (Extra points for derailing the train.) Opponents are few but more aggressive than before.
3. The target is an airfield. More targets enroute. Try to destroy the enemy aircraft while they are still on the ground.
4. The target is a radar station.
5. The target is an oil tanker.
6. The target is an aircraft carrier. (Opposition can be expected to be fierce.)
7. The target is an enemy missile base. The player must destroy the base before it can launch its missiles. A countdown timer will be provided.

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A High-Score table will be kept for each mission, with the time and date the high score occurred.

Time-Keeper RAM can be used to periodically introduce additional missions  
mission elements. For example: On a certain date the opponent will receive  
a new kind of aircraft. All the games in the country will change on the same  
day, WITHOUT THE OPERATOR DOING ANYTHING.

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Hardware: The GSP hardware provides a 3D display with the objects made up  
of polygons. The Full Turbo can do about 500 polygons with an  
update rate of 20 Hz. It is able to change the memory display  
buffer on the fly which makes the instrument panel easier.  
It also does PIXBLTs.

MultiSync Turbo (or Full Turbo for increased performance)  
ADSP Board (For Math)  
A/R Sound Board

Monitor: The hardware will support standard or medium speed, high or low  
resolution.

Top Of The Line Game: A sitdown with three 25" Medium Speed Monitors.  
Economy Model: An upright with a single low resolution monitor.

Display Format: 512 x 384. The bottom 128 will be used for the instrument  
panel, leaving 512 x 256 for the cockpit window.

The instrument panel will display airspeed, altitude, heading,  
fuel remaining, ammunition and missiles remaining, etc.

It will have an area for messages from the aircraft's computer.

It will have a Radar.

\*\*\*\*\* Flying Game - Helicopter \*\*\*\*\*

It is remarkably similar to the "Flying Game - Jet Fighter" except the player  
flies a helicopter. A helicopter is more effective for dogfights because it  
can turn faster than a fixed-wing aircraft.

# COMPANY PRIVATE

## ATARI GAMES CORPORATION DECEMBER 1987

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CAROLE J CAMERON  
NOV 19, 1987

BEAMERS

MONITOR: RASTER  
HARDWARE: SYSTEM JED; SYSTEM 3D  
PERSPECTIVE: 1st PERSON  
CABINET: SIT-DOWN DRIVING,  
TWO NETWORKED TOGETHER

STORYLINE:

THE YEAR IS 2025. THE EARTH'S SURFACE IS SO OVERCROWDED THAT THERE IS NO LONGER ANY ROOM ON EARTH FOR ROADS AND FREEWAYS. THE GOVERNMENT COMPENSATES FOR THIS BY SHOOTING BEAMS OF ELECTRONS THROUGH THE SKY. THERE ARE SEVERAL LAYERS OF THESE BEAMS WHICH ARE EITHER POSITIVELY OR NEGATIVELY CHARGED.

"CARS" HAVE BEEN DESIGNED THAT TRAVEL ON THESE BEAMS. THEY DON'T HAVE ANY KIND OF WHEELS. THE BOTTOM SURFACE HAS A "U" SHAPED SLOT ON WHICH THE CAR LEVITATES SLIGHTLY ABOVE THE BEAM. THE CARS ARE EQUIPPED WITH IONIZERS WHICH DETERMINE THE DIRECTION YOU CAN GO ON THE BEAM. YOU CAN SELECT WHETHER YOUR CAR IS POSITIVELY OR NEGATIVELY CHARGED BY A SWITCH ON YOUR CAR CONSOLE.

THE GOVERNMENT HAS INSTITUTED A CURFEW. NIGHT HAS FALLEN AND YOU ARE STILL OUT, SO YOU ARE CONSIDERED AN OUTLAW. YOU MUST ESCAPE THE CITY ON THE ONE BEAM THAT GOES OVER THE MOUNTAIN AND INTO THE NEXT TERRITORY. THE GOVERNMENT IS SHUTTING DOWN THE BEAMS ONE BY ONE AND YOU MUST ESCAPE BEFORE THEY ARE ALL GONE.

BUT BEFORE YOU CAN ESCAPE, YOU MUST PICK-UP MOLECULES OF ENERGY SO YOU HAVE ENOUGH POWER TO MAKE IT TO THE NEXT TERRITORY. POINTS ARE ALSO AWARDED FOR DISTANCE TRAVELED ON THE BEAMS.

## DEVASTATION

submitted by: Kris Moser  
November 19, 1987

The point of view, or perspective of this game would be half-way between that of "Paperboy" and that of "Temple of Doom", isometric perspective a little lower than that of "Paperboy".

This would be a two player game. The scenario is this. A mad scientist is trying to take over the world. He has invented a time machine and is transporting giant dinosaurs into the present to terrorize the world and force its leaders to relinquish power to him. The object of the game is to kill the dinosaurs which the mad scientist has unleashed upon the world and to find and capture the evil scientist.

The controls would be joysticks and buttons.

Players would be given the opportunity to liberate all of the major capitals of the world of dinosaurs in their quest for the evil scientist. Each city would have its unique landmarks, in Berlin there would be the Berlin wall, in London, Tower Bridge, Big Ben and the Thames River, in Paris, the Eiffel Tower, Notre Dame and the Seine River. At the end of each wave players would receive points not only for the various dinosaurs killed but also, the players would receive extra weapons from the grateful inhabitants of each city to help them in future campaigns. These would be awarded on the basis of how much of the city was saved from destruction. When the last dinosaur in each wave is killed, players would go back to major buildings left standing to get these items. Extra weapons might include such things as flame-throwers, heat-seeking missiles, atomic cannons, laser guns, or helicopters with bombs.

A player would die if he was attacked too often by a dinosaur. Players would have to maneuver around the city blocks so as to strike at the dinosaurs with their guns or weapons without being hit themselves.

In the higher waves the players would discover abandoned laboratories of the mad scientist and they would get bonus points for capturing his zombie helpers. Eventually if they play long enough the players will find the mad scientist's current hideaway where he keeps his time machine, but the mad scientist will disappear into the time machine and be whisked back in time. The players may follow to a unique wave back in the stone age where they continue to kill dinosaurs and look for the mad scientist. But the mad scientist eludes them again and escapes back to the present. It would be an open-ended game.

I'm not sure which hardware would be best for this game.



## TRANSYLVANIA

submitted by: Kris Moser  
November 19, 1987

The point of view or perspective of this game would be half-way between that of "Paperboy" and that of "Temple of Doom", isometric perspective a little lower than that of "Paperboy".

This game could involve two or three players. The object of the game would be to rid Transylvania of its evil inhabitants, werewolves, zombies, mummies, rats and wolves, and vampires. Each player would have a gun and silver bullets to kill the bad guys. The player would hunt for them in graveyards and forests, in villages and in abandoned castles, in ruined churches and in dark crypts and catacombs. The vampires would be the only ones the player could not kill with their silver bullets. When a vampire is struck by a bullet, he turns into a bat and flies away.

There would be daytime portions of each wave as well as nighttime ones. During the daytime portions the player would try to find as many sleeping vampires as possible. They will be inside wooden coffins hidden in various locations on the playfield which would scroll in four directions. The player would have to have a stake to drive through the vampires heart. These he could pick up by doing in other evil beings.

Controls would consist of a joystick and a couple of buttons. The player would die if he is attacked too often by an evil being. If he dies after an attack from a werewolf or a vampire he would turn into a werewolf or vampire and attack the other player. If the player left has acquired the proper attribute he can restore his companion to his former self.

Various attributes and weapons would be available. These would conform to the various details of vampire and werewolf folklore- such things as garlic, crosses, mirrors etc.

This game could work as either system one or two.

## Space Probe

submitted by: Kris Moser  
November 19, 1987

This game would be a first person 3-d game. It would involve a spherical space probe and a 3-d maze. It would be a little like a first person 3-d "Marble-Madness". It would also be a little like the popular game involving the marble and the box with the tilttable maze.

The object of the game is to reclaim space stations (which have been taken over by alien forces and disabled,) to destroy all aliens and then to reactivate the power core of each station.

The trick of the situation is that the gravity simulators on the station are malfunctioning, and the station is turning in space at the same time. So, the probe as it rolls down a hallway may end up rolling on a wall after awhile or may roll up onto the ceiling or may fall down a hallway or up through a vent. Losing gravity will help in some situations. The probe may get stuck on the ceiling and not be able to reach a door above without using his thruster-rockets. A loss of gravity will allow the probe to float and less power will be used up from the supply he has for his thrusters.

The game ends when the probe has run out of power for its thruster-rockets.

There would be a series of stations to be reclaimed. It would be good to start with one with a simple shape, like a cylinder within a cylinder and several compartments within each and the power core at the center. Later stations would have many connecting levels and also large terra-formed rooms full of plants and trees.

Controls would consist of a trac-ball and four buttons for the rockets and one for shooting.

These ideas are very rough, The probe itself would resemble one of those Japanese wind-up toys that were so popular last Christmas. It would have a thruster rocket on top and bottom and on each side, it would also have shot portals on four sides and on top and bottom.

## Monster Mash

submitted by: Kris Moser  
September 9, 1986

The point of view or perspective of this game would be half-way between that of "Paperboy" and that of "Temple of Doom", isometric perspective a little lower than that of "Paperboy".

This would be a two player game where the two players each control a monster. The object of the game is for the monsters to stay alive and to score points by destroying the city around them.

At the beginning of the game the players would be allowed to choose the monster they wanted to be from a gallery of monsters and they would also be allowed to choose the city they wished to destroy. The cities could be listed in order of difficulty. The list might read;

1. Berlin
2. Cairo
3. New York
4. London
5. Athens
6. Paris
7. Tokyo
8. Moscow

The monsters available in the gallery might be:

1. Giant Frankenstein
2. Giant Mummy
3. Giant Ape
4. Dragon
5. Cyclops
6. Giant Insect
7. Giant Dinosaur
8. Giant Robot

All of the monsters would be able to stomp on and crush things and hit things with their arms. These actions could be controlled by joystick. Points could be scored by destroying structures or military vehicles and planes. The monsters must avoid being killed by the military or by electrical lines or other hazards specific to each city.

Attributes can be gained by destroying key landmarks in each city, ie. Big Ben and Tower Bridge in London, the World Trade Center, the Empire State Building and the Statue of Liberty in New York.

These attributes might include such things as Destructive Laser-Vision, invulnerability to electric shock or invulnerability to atomic explosions. There could be attributes that could be obtained by any monster and other attributes which would be specific monsters, for example, only the Giant Ape could have the destructive high volume Ape yell which sets up vibrations that turn buildings to crumbled ruins, and only the Giant Robot would have an Atomic Canon in his chest which can blow away city blocks with one shot. These specific attributes could be obtained by performing some specific series of actions or by putting clues together that are planted in each city.

The screen would scroll both vertically and horizontally. After finding and destroying the key landmarks of a city and annihilating as much of it as he wants, the player must find the transformation chamber which he will enter. This will trigger an intermediate screen which will tell him which city he will go to in the next wave. At this time the players will be able to choose a different monster to be if they wish. They will keep the same number of attributes but they may choose the ones which they think will be most useful in the city they will be in.

In the advanced waves there could be hidden triggers which reveal monsters native to the city which will try to destroy the player's monster.

The controls would include a joystick to direct the monster and one or more buttons for special attributes.

This game would end when the player is killed by a hazard in the city or by firing from a military vehicle. The hazards in the cities would vary. All would have some electrical lines, but there would also be hidden traps, pits or other obstacles.

I am most familiar with System II and I believe this might work for this game. It might even work as a four player game with Gauntlet style hardware. Any suggestions?

Name: StarPoint  
Submitted by: R. Dawe (Good Submission #1 of 2)  
Date: 11/4/87

7

Perspective: 3rd person side view

Object: Pilot Explorer ship through enemy blockades and attempt to reach the enemy stronghold, deep inside their hollowed out asteroid.

Controls: Joystick, 2 buttons

Video action: In this game, the terrain is always scrolling to the left (similar to "Scramble"). The player may maneuver his ship up/down and foreward (right)/back (left) within the current screen area. The player has 2 buttons, fire and shield. The fire button will do several things, depending on the current "Fire" attribute the player has (normally straight ahead shot). The "Shield" button will create a "paddle" out in front of the player which he may use to deflect enemy shots back foreward. In essence, this game will have sections similar to a modified Breakout/Arkanoid with the player always moving toward the breakout walls... If the player can't clear a path through the walls in time, he will smash into them. The player must also monitor energy usage. Energy drains all the time, enemy shots drain energy... There is always an abundance of energy pods available for the player, but just getting to them to pick them up may at times be too much with everything else going on. Also, there are many optional things which could be picked up by the player to modify shot/shield and energy use.

Player death: The player dies by ramming his ship into any playfield obstacles, or by having energy drained to zero.

Technology: Romalot would work just fine.

Name: 'Nuke the Ayatoylla  
Submitted by: R. Dawe (Silly Submission #2 of 2)  
Date: 11/4/87

8

Perspective: 3rd person top down or side

Object: Attack Iranian hords via land, sea, or air... If the player is losing and the opposing forces become too much for him, he can hit the panic button which drops the bomb on the players final goal, the Ayatoylla's Palace... Of course, this means the game is over at that point, too.

Controls: Joystick, 2 buttons

Video action: In this game we get to do all those things which we never normally put into video games, the more blood & guts, the better...

Commentary: I personally dislike this type of game, but I think it would really rake in the quarters.



charms\$userdisk:[theurer.doc]yuppie.doc

Yuppieman (Greed / This is Your Life / Go For It / Choices):

Hardware:

- > 1 whirlygig, 1 fire button, and 1 jump button for each of 2 players
- > normally mounted color raster monitor
- > motion object oriented processor

Similar gameplay:

Avalanche, Space Invaders, Arkanoid, Galaga

Object of the Game:

You try and grab as many possessions as you can as they fall down from the top of the screen. You must avoid bad things.

Game is over when player suffers 3 major life crises:

- divorce, loss of job, bankruptcy, death (if these hit your catcher).
- OR when one of his buckets is emptied: money, health, happiness, prestige.
- Your Score is total of 4 buckets: money, health, happiness, prestige.

Gameplay ideas:

Your catcher (whirlygig controlled) moves across the bottom of the screen.

Sort of like Avalanche, except falling things are VCRs, TV's, stocks, houses, babes, cars, CDs, tickets.

Your score is the total \$ value of everything you catch.

Sometimes the things you catch modify your catcher:

- > catch a college degree, your catcher gets bigger, so you can catch more stuff.
- > catch an ugly babe and you loose happiness or prestige (catcher shrinks).
- > catch a beautiful babe and you gain happiness or prestige (catcher enlarges).

2 player version: another Yuppie out there to compete with.

- > jump button switches between upper level and lower level so you can get by other Yuppie. You can go in front of him to catch something, but then he can shoot you in the back.

Bad things also fall: SEC investigator, IRS investigator, tax fraud, out-of-style clothes, clunker car, crabgrass, ugly babes, bills, bad

advisers, alimony, lawsuits, lawyers, death, drugs, booze.

Major lifestyle choice things also fall: wives (the more money you have and the more babes you catch, the faster the wives fall and the harder they are to avoid.), babies (really bad if you don't have a wife).

Fire button to shoot enemies that are grabbing your stuff (like a stock market bear) and other player if he gets in your way.

Complications:

The things that fall are intelligently controlled and relate to the type of life the player "chooses".

A little window in the corner for each player's "life": humorous animation to show consequences of his lifestyle (controlled by the things he catches). For example, not catching enough food and your character starts getting skinny. Nothing but ugly babes fall from the sky. So you catch more food and some workouts at the gym and your character gets a body. This causes more good looking babes to appear that you can catch. But if you catch too many good looking babes, they'll attack your little character and take his money and his health.

If you catch all money and no investments, it piles up in a stack and robbers start falling from the sky (if they hit your catcher they get to steal your money). So you try to catch a bank account or a money manager before that happens. If you catch bonds or a bank account, the little window would show your points increasing due to interest earned.

Type (price) of houses and cars falling from the sky would be dictated by your net worth (the rich get richer).

Subject: RSVP for brainstorming  
From: Dave Theurer

Category: video game

Perspective: like Galaga, Arkanoid, Avalanche, Space Invaders

Object of the Game:

You are a Yuppie running back and forth across the bottom of the screen.  
Good, bad, and questionable things are falling from the sky.

You've got to

> catch the good things (\$\$, TV's, VCRs, German cars, beautiful babes, houses, college degrees...),

> avoid the bad things (bills, lawsuits, ugly broads, clunker cars),

> and decide on the questionable things (marriage, kiddies,...).

The things you catch control your score which is the sum of 4 buckets:

Money, Health, Happiness, Prestige.

What you have in your buckets influences what falls from the sky (a lot of money brings more robbers and more goldiggers).

The game is over when you suffer 3 tragedies:

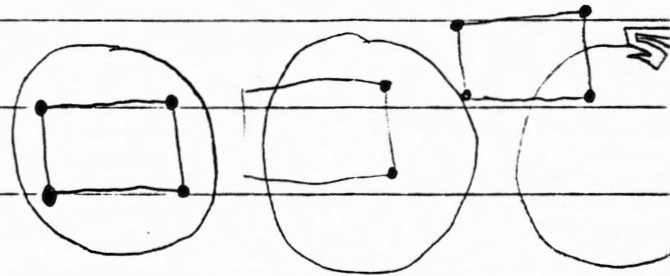
1 of your buckets hits 0 or you catch something really bad like divorce, death, loss of job, bankruptcy.

Controls:

1 whirlygig: moves player across bottom of screen,

1 fire button: to shoot bad things from the sky,

1 jump button: to go above or beneath other Yuppie at bottom of screen.





File: [theurer.doc]deathwish.doc

Name: Death Wish, Vigilante, Wild in the Streets, Gang War, Posse, Urban Warfare, Punks.

Similar games: Operation Wolf (O.W.)

Viewpoint: 1st person from the side, scrolling sideways as in O.W.

Theme: from Death Wish movies by Charles Bronson: you are the angry civilian whose family has been brutally murdered by a gang of street punks. Your aim is to cleanse the city of this filth.

Players: 2 simultaneous

Controls: 2 machine guns, as in O.W., with main trigger for machine gun and side trigger for missiles.

Scoring:

Game over: possibilities:

- 1> when your health hits 0. Your health goes down when you get shot or knifed (when a punk goes thru the full animation before you blow him away).
- 2> when a certain # of civilians die, either thru punks killing them or you.

Points for shooting punks, blowing up their cars and their hangouts.

Points for letting innocent people cross the screen without shooting them.

Scenes:

- 1> Subway train with punks harassing passengers.
- 2> Street scene with punks breaking into cars.
- 3> Street scene with punks breaking into low-rent hi-rises.
- 4> Street scene with punks trashing shops.
- 5> Punks in your apartment.
- 6> Street scene with punks battling cops.
- 7> Street scene with punks harassing little old ladies.

Appeal:

- 1> Death Wish 4 is now #6 on the movie billboards.
- 2> Vigilanteism is always a hot news item.
- 3> There are NO shooting games out there with this theme.
- 4> Other violent games with similar themes (Double Dragon) have done great.
- 5> A 2 player game in the style of Operation Wolf would DOUBLE Wolf's earnings.

Problems:

- 1> New hardware necessary to handle 2 light pistols.
- 2> Are the punks you're trying to shoot a major source of arcade revenue?
- 3> Does Atari have a problem with doing a violent game?

12

From: KIM: DOWNEND 17-NOV-1997 19:46  
To: THEURER, HALLY, V/NELDREN  
Subj: Dave's shoot'em up

1 I like the idea of a gun-shooting game. The Operation Wolf format  
2 looks like a winner too. I understand that the "Death Wish" theme  
3 may be too graphic or "immoral" from an Atari point of view. Rich  
4 Moore suggested an alternate theme that sounds very good to me:  
5 "Fort Apache: The Bronx". The idea here is that you are in a  
6 post-nuclear-war city, partially destroyed. There would be human-looking  
7 mutants to blast which would partially address the immoral aspect of the  
8 Death Wish approach.  
9

10 There are several movies that follow this theme including  
11 Fort Apache, Escape from New York, and indirectly, The Terminator.  
12

13 Maybe the brainstorming session would be a good vehicle to solicit opinions  
14 about graphic violence as well as alternate themes.  
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1987 BRAINSTORMING GAME IDEA  
Submitted by: Milt Loper  
December 3, 1987

### 3-D SPACE INVADERS

TYPE OF GAME: Two player simultaneous upright, or single player upright.

PERSPECTIVE: Isometric, like Pacmania or Marble Madness, or true one point perspective (like looking into a box). (Items shrink when going from foreground to background.)

OBJECT OF GAME: To shoot out all the 3-D Space Invaders, as they descend from above, before even one is allowed to touch the surface of the earth.

#### CONTROLS:

1. 8-position joystick for each player to direct the player's cannon around the surface streets. Speed is fixed and cannon moves in the direction the joystick is pushed (center position is stopped condition).
2. Fire button for each player to fire his cannon. Probably two shots at a time.
3. Special weapons button for each player:
  - Could activate electrified walls to eliminate a row of 3-D Space Invaders.
  - Could activate ground to air MIRVS.
  - Or other such special weapons or defenses.

#### DEATH AND END OF GAME:

1. Player begins with three lives, or cannons. As the 3-D Space Invaders descend, they also drop glops of radioactive stuff which will "kill" the player's cannon if it is hit. Three hits...game over.
2. If any of the 3-D Space Invaders reaches the surface streets...game over.

VIDEO ACTION: A formation of 3-D Space Invaders appears at the top of the screen. This formation is..say..three levels of 6 by 6 (36x3=108) aliens. They begin a side step march across the screen. When they reach a "wall", they all together, drop down one 'level' and begin the side step march across the other side. MEANWHILE...

The player is controlling the position of the cannon and firing up into this alien formation eliminating one alien for each hit. The player must maneuver defensively to avoid the falling glops of radio active stuff.

There are overhangs, garages, and other shelters that the cannon can get under for protection. The cannon can also shoot up through these shelters but it removes sections of the roof and soon the shelter is no more.

As each formation is eliminated a new one forms. Each formation has a characteristic motion, i.e., sideways, fore and aft, from the center out and back, etc.

1987 BRAINSTORMING

GAME NAME: 3-D SPACE INVADERS

SUBMITTED BY: Milt Loper

December 3, 1987

14

The different formations may be paired with different surface street layouts which depict different cities which must be defended.

- \* Object is to save all the cities in one state and get the "State Bonus".

#### FEATURES:

- \* Two player simultaneous play gives twice the fire power to defeat the enemies. This allows for a "team" to go farther through the structure and save more cities, get more state bonus', see more environments, and share the points.
- \* Special items may fall from the shot 3-D Space Invaders. When collected by controlling the cannon to "catch" these objects, the player has some special power, i.e.;
  - rapid fire
  - spread fire
  - MIRV shots
  - mine laying shots
  - faster cannon
  - invulnerability
- \* Special items may be revealed (these remain suspended) when some 3-D Space Invaders are shot, i.e.;
  - MIRV mine
  - newtron bomb (eliminates entire row)
  - electrified cloud (excite with cannon fire)
- \* Radio active glops of stuff may create craters in the surface to hinder the cannon's motion.
- \* Special feature may allow cannon to hover over craters, or re-pave streets.
- \* Special feature may allow cannon to push buildings around to create new streets.
- \* Special feature may allow cannon to fly right up to the 3-D Space Invaders for rapid re-load.

Action arcade game with BUZZSEAT<sup>tm</sup> and HOUSEQUAKE<sup>tm</sup>

12/87 Brainstorming Proposal  
by  
Mark Stephen Pierce

1875. Dirty Bottom Gulch Texas. You are Sheriff Zeke Darby.

A lot has happened in the last two months. Your normally quiet small town of 557 inhabitants has been slightly edgy of late.

The problem is that Dirty Bottom has been chosen as the entry point for a fugitive alien race. You are open-minded people who have also left distant lands to settle here and start a new life in the Texas wilderness. For the first two months, since they were a peaceable lot, the Dirty Bottom town council had decided the aliens had as much a right to be here as anyone and they could stay despite the commotion caused by their fast moving flying metal horses.

All seem to be working out fine but gradually people started to finding livestock dead and bizzarly drained of all of their blood. Noone so much as said who they thought might have been connected with these events but some people did have their ideas.

Then it got worse. Monday, of last week, the parsons child was found cold, white and stone dead. Those who held kept their speculations to themselves now started to talk. But you, as peace keeper, calmed the angry mob at the town meeting and convinced them that no conclusive evidence had been found. This was America after all and everyone had the right of innocence until guilt was proven. The meeting reluctantly broke up but you knew it wasn't the last you'd hear of it. Besides you had your suspicions too.

But now all hell has broken loose. Last night a dead alien, stomped to death by one of the horses whose blood it tried to drain, was found dead in a puddle of purple blood next to one of their flying contraptions. The mobs greatest fears about the green skinned new comers have been confirmed and they want action.

You're the man with the star and it's your job to keep the peace. The aliens have worn out their welcome. Using the dead aliens strange hoover craft it's time to hunt aliens over the barren Texas wilderness and make the great western plains a safe place for decent folk to live.

#### Game Type:

An high speed over the shoulder (RoadBlasters) 3D view, single player, cruise and blast game.

#### Object of the game:

Using one of the Aliens fancy mechanical horses hunt and kill all the aliens in the territories surrounding Dirty Bottom Gulch. Player must clear each territory of all the aliens. He will only have his "fancy shootin' irons" and radar screen on his flyin' horse to clear each territory. Each territory will have a clue that will aid in leading you to their underground lair.

Once in their underground lair you must kill all the rest of the aliens as you find your way through a labyrinth of caves to the breeding alien



queen. Once player has entered underground lair of the alien breeder 16  
queen he will have a finite amount of time to rid the earth of the "Low-  
down bloodsucking alien vermin". If he loses the game is over and the  
humans fate is sealed. But if the player wins the game is won and the  
earth is saved. For his efforts and quarters the player will be rewarded  
with very loud sounds, many good BUZZSEAT<sup>tm</sup> buzzes and a "special"  
animation.

#### Controls:

A RoadBlasters type steering wheel with triggers and thumb buttons.  
Foot pedal.  
Blurr<sup>rr</sup> Speeded button.  
Instant about face button. 2" to 3" in diameter to facilitate DEFENDER  
(Williams 1982 game) like turnarounds.

#### Game Over

Player has 3 lives. Each life can suffer 3 hits. When player takes his  
third life to 3 hits game over with continue option. Game will continue  
at end of last level completed.

#### Video

The screen will be laid out similar to RoadBlasters with the terrain  
spread out in front of the player. Players left and right motion will  
be constrained to an ally. Player can reverse direction instantly with  
the pound of a button. There will be a Defender type radar screen on the  
dash. The radar screen will show 50% of the current territory with  
aliens and obstacles shown as small moving blips.

The courses will start off on the plains and increase in difficulty  
as it moves to rolling hills to foothills and canyons. Obstacles such as  
giant cacti, boulders cliff walls and cattle will hinder the players  
progress.

As game progresses aliens will become aware of your hostility and  
become more aggressive and start doing things like positioning them  
selves along canyon ridges and leading the player into ambushes. Player  
suffers hit for each collision with, aliens objects or shots.

Terrain will be polygons, horizons will be bitmap, motion objects will  
be textures mapped onto single polygons.

#### Hardware:

A 3d system w/texture map objects, Margolin or Hoff's which ever comes  
first at the right price, and bitmap horizons.

A modified chrome RoadBlasters type control.

Cabinet will be similar to the experimental Xevious cabinet in ID with  
special BUZZSEAT<sup>tm</sup> and HOUSEQUAKE<sup>tm</sup> sound system. Cabinet should be  
as compact as possible.

BUZZSEAT<sup>tm</sup> is a seat which has a transducer of some type mounted  
under the seat allowing for certain sensual experiences to be  
controlled.

#### Special effects:

Lead in attract mode story/cartoon.

Many loud noises and flashing lights when game is won. This will draw others to see what the hell is going on.

Special Cartoon for winners.

Lasers and spinning mirrors for game winner light show.

Purple alien blood.

 12/87

# QUARTER DECK

## Introduction

Quarter Deck is an upright video game that two players may play at the same time. The players will see their characters from a side view perspective. The character will be one third of the height of the screen. The larger character size will allow for detailed animation as well as a closeup view of the moment to moment action. Like Double Dragon, if two players are playing and there are several enemies attacking, then the screen will get crowded. Quarter Deck will attempt to keep the overcrowding to a minimum.

The backgrounds will look like theater stages viewed from the upper balcony. The perspective will be a combination of two isometric views, so that there is no need for the characters to change size as they move further back on the stage.

The perspective of Quarter Deck is similar to that of Double Dragon, which is both good and bad. The good part is that there is an established understanding of the perspective, even though it is not complex. The bad part is in the possible attitude towards a "copy." This game is not a street fight game, it is a sword fight game that requires a completely new set of skills to operate the sword expertly.

Each stage will be a maximum of two screens tall, and four screens wide. Only part of the stage will be seen at one time. The screen (like a camera) will follow the character as it moves on the stage. For two players the screen will follow the center of mass of the two characters.

The game play will be based on swashbuckling sword fights, like Robin Hood and The Three Musketeers. While most of the villains will be defeated with swordplay, it will be important that the player also use the stage props to help kill the villain and enemies.

This proposal will present descriptions of swordplay, game play and stages. Also the audio and hardware needs will be discussed. Graphics calculations, estimated cost and a proposed schedule will also be presented.



### Swordplay Description

A joystick for each player will control his character's motion on the screen. Pushing right or left on the joystick will move the character right or left respectively. If the player pushes up on the joystick, the character will move further towards the back of the stage. Pushing down on the joystick will move the character towards the front of the stage.

Each player will have one sword button and one turn around button. Both buttons pressed simultaneously will make his character jump.

The sword button will activate a sword action which depends to the direction the player is moving at the moment. For instance, if the player is backing up or still, then the sword action would be a defensive parry down or up. Repeatedly pressing the sword button would toggle between a parry up and a parry down. If the character is moving forward when the sword button is pressed, then the sword action would be a straight forward lunge. Again, if the player keeps the joystick in the forward direction, and repeatedly presses the sword action button, then the character will toggle between a high and low lunge. To do a straight forward lunge again, the player must stop moving forward stop pressing the button, and then move forward and press the button.

Once the sword action is started, if the player changes the direction of the joystick, then the character will smoothly change animation to get to the new action intended. One fight mode will be to press and hold the sword action button, while moving the joystick from a backup or still position to a forward position. This movement will result in the character alternating between and defensive parry and an offensive lunge.

Also some more tricky maneuvers are possible. Two such moves are a move to disarm the villian or enemy and a move to attack someone behind. The more tricky maneuvers will be a combination of joystick moves after the sword action is started.

## Game Play Description

### Story

The two players' characters in the game are pirates, named Patch and Peg. Both Patch and Peg have a pet parrots, named Goldie and Polly, to help them through the game, and to add comic relief.

Patch and Peg were attacking and looting ships as usual when they attempted to attack a powerful wizard's ship. The wizard decides not kill them, but rather to play with Patch and Peg. The wizard creates an illusion around Patch and Peg with their parrots. The illusion was that of being in another place and time. Merlin challenged Patch and Peg, "Destroy the villains I challenge you with and I will return you to your ship."

### Object

The object of Quarter Deck is to return Patch and Peg to their own ship and time. After they destroy all of the villains on the stage they will be placed in a new place and time. Eventually, they will return to their own ship and time. After a bonus round on their own pirate ship, Merlin will again force Patch and Peg to fight their way through other places and times. There is no end to this game. Each bonus round will be separated by a sequence of places and times. Some sequences will be short and others long.

### Moment-to-Moment Game Play

The moment to moment game play will involve the players' characters in swashbuckling action like that of Errol Flynn in Robin Hood, or Gene Kelly in The Three Musketeers. The players will be able to move around the stage and swing their sword in offense or defense. More advanced players can learn to use the joystick with the buttons (like Double Dragon) to get more complex (cool) moves. The more complex moves will aid the player in defeating enemies and villains. The excitement will be in the action of the sword fights, and the use of the stage props.

Also the players will be able to pick up weapons that enemies have dropped, and use them instead of their own sabre. The temporary weapon will not change stages with the player's character.

The parrots will be an important part of the moment-to-moment game play. The parrots will heighten the emotions of the players. At moments when the player's character is being attacked from behind, the parrot for that player will flutter and try to warn the player. At more

relaxed times during the game, the parrot will make comedic remarks. When a player's character is in the middle of a fierce battle, then the parrot might flutter around and "freak out," or try to help the player by distracting the enemies.

### Money

Coins will buy life just as coins purchased health in Gauntlet. There will be no actual credits. Each coin, inserted at any point in the game, will purchase an amount of life. The player may build up as much life as he wishes simply by adding coins. Life equals how many hits he can take before his game ends.

Life is increased as a function of how much life a villain or enemy, or animal has when it is destroyed.

Life is decreased by damage to the player's character. A player's character is damaged when he is hit by a villain or enemy's weapon, or attacked by one of the animals, or becomes a victim of one of the stage props. The player's life will not be decreased as time passes.

This game will try to get players to use their coins in a similar fashion to Gauntlet. Some players will put in a lot of coins to start, and some will only put in one at a time. There will be no advantage to either. Players somehow perceive that by putting in lots of coins in the beginning they have some advantage. We will let them believe this because actually they will not notice the loss of each coin as much.

## **Stage Descriptions**

There will be several times and places that the characters will be challenged with before returning to their own ship for the bonus round. Each place and time will have it's own villain, enemies, animals, and stage with props. The villain is the main enemy the player must beat to progress. The enemies and animals are there to increase difficulty and break the player's concentration. The props are used by the player to help destroy any villains, enemies or animals, but some props are dangerous to the player as well.

There will be several ways for the player to win in a particular time period. At different levels the same time period may also have different combinations of villains, enemies, animals, props. The player will always be able to use his own sword to defeat the villains, enemies, and animals, but the player can gain more life by using a stage prop to destroy a stronger enemy.

### **Pirate Ship Stage**

The Pirate Ship Stage will serve as the Bonus round stage and the start of game stage. At the start of the game the players' characters will be seen on the ship. Then, the ship screen will disintegrate (fade) while an evil wizard face appears and laughs. The scene will then change to the first stage. (Castle Stage)

The Bonus round will be played on this stage after the players have played a certain number (3-7) of stages. The bonus round will consist of the players running around and skewering as many idiot-type enemies as possible within a given time. The players will receive a life and score bonus for each of the enemies they have skewered.

There will be a few props on the Pirate Ship such as sails, barrels, cannons, and hatch doors.

### **Castle Stage**

The main villain in the Castle Stage will be a Knight. The Knight will have a lance, armor, a horse with armor, and his two-edged sword. Early in the game, the Knight will be on foot. As the game progresses, the knight he will be on his horse, and then also have a lance. When the Knight is on his horse, the player will need to dismount the Knight from his horse in order to kill him.

The Knight's helpers will be squires with daggers. The squires will throw the daggers, but the players will be able to deflect the daggers with their character's sword.

The stage will be set on the roof of the Knight's castle. Props will include a gate with rope pulley, a swing rope, a

ladder, and a moat.

### Training School Stage

The Training School Stage has a Samurai warrior as the main villain. The Samurai warrior will have two swords; short and long. In the easier levels, he will only use his long sword, but later in the game he will use his short sword also.

The Samurai's helpers will be ninjas, with throwing stars. The player may use his character's sword to deflect the throwing stars, and to kill the ninjas.

The stage will be set in the Samarui's training center with training school props.

### Viking Ship Stage

A Viking will be the main villain in the Viking Ship Stage. The Viking will have a two-handed broad sword sometimes and a double bladed axe at other times.

The Viking's helpers will be warriors.

The stage will be set on the Viking's ship, with props such as long oars, benches, and sails.

### Coliseum Stage

The Coliseum Stage will use a Gladiator as the villain. The Gladiator will have a mace, an axe, a net, and various other weapons available to him.

Large animals such as a lion, tiger or bear will help the Gladiator.

The stage will be set in a coliseum, with props like one would expect to find in a old Roman coliseum.

### Space Ship Stage

In the Space Ship Stage the Future Knight will be the lead villain. The Future Knight will have some similarity to Darth Vader. He will not look exacly like Vader, but will have the same dark ominous look. He will have some kind of electric/laser sword.

The Future Knight's helpers will be like storm troopers using laser pistols to attack the player's character. The player will use his character's sword to deflect the laser blasts.

The stage will be a high-tech space ship interior, with props being the parts of the futuristic space ship interior.

### Other Stage Ideas

Bullfight Stage

Jason and the Argonauts vs. Skeleton Men



Lyle Rains

## Game Proposal: SPRITE SONG

### Brief Description:

A two-player simultaneous role-playing game. The players will control large animated characters in a fantasy setting, using magical weapons and skillful maneuvers to survive. The playfield will be a three-dimensional environment, but the game action will take place primarily in a profile view similar to Rolling Thunder or Double Dragon, because it will be easier for the players to control their characters, and less animation will be needed.

The intent will be to sell this product as a three-part series of games. It will be like movie sequels. The sequels should follow the initial introduction at 6 month intervals. We should market both whole games and kits for the sequels, with a 2-month delay on kits. We should NOT sell this as a "system" game, but should concentrate on dedicated whole game sales (i.e., kits are available as a service to our customers, but delayed, and at a high price).

### Hardware:

The video hardware will be a version of Jed's 3-D video PCB, without the digital signal processor (math) board. The 3-D portions of the game will be precomputed and stored in ROM, so the math circuitry will not be necessary in the final product. The game controls will be either 8-position joysticks (or maybe trackballs) and 3 buttons. The hardware will be programmed to drive a standard resolution video monitor.

### Cost:

Estimated cost is \$1500 fully burdened, with a \$2495 distributor price.

### Basic Story:

In the Otherworld of Llanian, the crystal city of the Sprites, Alondria, has been invaded and conquered by the evil wizard overlord Morak. All of the surviving Sprite warriors and magicians have been imprisoned, and the remaining Sprite population is enslaved. (Pretty original stuff, no?) Anyway (and naturally), a single Sprite enchantress named Keemi has managed to escape to our world where she meets two young men, Corey and Sean, on their way home from school. She tells them her story of woe, and they agree to try to help free her people.



## Part I: The Crystal Caverns

The first game is the journey to Llania through the Crystal Caverns of Calduron. Here the trio will meet Morak's soldiers (led by the vicious Captain Kurzhak) who were sent to capture Keemi. The heroes must battle these foes to continue on their quest, and will gain better weapons and armor from the vanquished enemies. They will also encounter some of the dangerous inhabitants of Calduron, and must overcome a variety of obstacles to continue their journey.

Along the way, our would-be liberators will also meet various allies. These allies will help our heroes battle the enemies and overcome the other obstacles that they meet within the caverns. The allies will either die or depart within a few rounds of play. The game ends with a final battle in which the player(s) must defeat Kurzhak to exit the caverns and gain entrance into the world of Llania.

## Part II: City of the Sprites

The second game picks up where the first game ends, with our band of now battle-hardened adventurers entering the land of Llania and making their way toward the crystal city of Alondria. The obstacles that they meet are more dangerous than before, but their magical powers are also more capable.

Early in the game, they will meet an ally who will join them for the rest of their journey. Fooobar is cowardly ogre who, though fearsome in aspect, will generally avoid a battle after an initial bluff. His main use will be his knowledge of the land, and occasional uses for his innate strength.

The game can be roughly divided into thirds: (1) the main highway to the city, (2) entry into the heart of the city through the underground catacombs, and (3) the battle to free the slaves and the city. Several times during the game, the players will meet Morak (or at least his projected astral image). They must battle members of his personal guard, and overcome devious traps. Occasionally, Morak will enchant one of our heroes, causing the player to lose control of his character, who will then attack his friends under Morak's influence. The other player (or Fooobar) must strike the possessed character in order to break the spell.

At the end of the game, the freed citizens of Alondria have repelled the occupation army. They discover that Keemi is actually Queen of the Sprites, and our heroes are granted special status as Knights of the Grand Order of Alondria. They are given special magical weapons and agree to attack the fortress of Morak, Endmoor Tower. There they must free the Sprite king, Klonmael, and the other knights who are held as prisoners in the dungeons.

### Part III: The Dunjons of Endmoor

This is the final chapter of the Sprite Song saga. Our quartet (Corey, Sean, Queen Keemi and Foobar) approach Endmoor Tower in the early dawn hours. The silhouette of the great fortress dominates the skyline with a foreboding atmosphere. They must dispatch a few guards along the way, but for the most part, the approach is uneventful . . . almost too easy. They enter the castle's inner courtyard by scaling the outer walls. There, they are ambushed, and after a valiant fight, they are taken prisoner and sent to the dungeons.

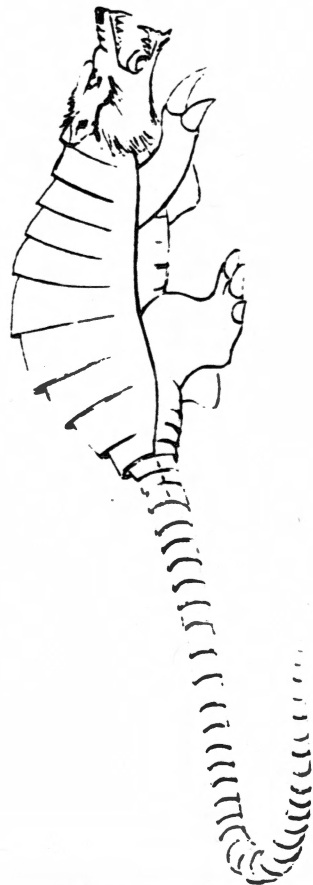
In the dim light of their cell, Corey, Sean, and Foobar contemplate their doom. Keemi has been taken from them, and is being held prisoner in Morak's chambers. They have been stripped of all their magical weapons and armor, but have been allowed to keep their Knightly cloaks. Foobar breaks the shackles which hold them to the walls. As he pulls the last chain holding Sean, he dislodges a stone from the wall.

The three investigate the void where the stone was, and discover a possible escape route through a maze of secret corridors within the walls of the tower. They must overcome several obstacles, using the chains still attached to their wrists as their only weapon. Eventually, they overtake the guards and gain their weapons and the key to remove the shackles, but not before an alarm goes out that they have escaped. They release the other prisoners, who will deal with the remaining soldiers, but they find no sign of King Klomael. The trio then heads up the tower towards Morak's inner chambers.

After several skirmishes with particularly nasty monsters, and a few tricky traps and obstacles, they reach Morak's keep. Keemi is there, frozen as a statue, for the delight of the evil wizard. The final battle begins, with the heaviest fighting ever, against demons and phantasmal forces called up by the wizard. Of course, in the end (and after a suitable number of quarters) our heroes triumph. Foobar even shows his bravery and polishes off Morak, while sustaining a near fatal wound.

At the death of the evil wizard, Keemi unfreezes. Also, Foobar is seen shimmer and change, and we discover that Foobar is really Klomael, who had been enchanted into an ogre by the now dead wizard. Obviously, everyone lives very happily ever after, and we are treated to at least 10 minutes of screen credits for the development team.





## Game Proposal: SPRITE SONG

### Notes from In-house Brainstorming:

People expressed the opinion that having elements of hand-to-hand combat was important in a game like this (it tends to feed the macho image of adolescent males and inebriated bar patrons to physically assault the bad guys). There were suggestions that magic be used as an "area" weapon which would take out most of a group of enemies, which would be followed furious physical combat with weapons or martial arts.

Another suggestion was that magic powers could be "purchased" along the way from magic store (and similarly, weapons could be obtained) You would collect valuables (jewels and coins) from vanquished foes to be used for these purchases.

### Miscellaneous suggestions included:

- 1) having flying capabilities or other modes of magic transportation available to the player to help through difficult areas.
- 2) having maze areas where several different paths could be taken through the game to add to variety.
- 3) having lots of buttons to select different actions rather than using joystick/button combinations.
- 4) using a theme based on Greek mythology rather than Dungeons and Dragons type fantasy.

GAME: Runaway Train

PLAYERS: 1

CONTROLS: joystick, 2 buttons

LOOKS LIKE: amazingly like Rolling Thunder in perspective and gameplay

In a Western theme, our cowboy hero rides alongside a moving train, jumps aboard, and must walk/jump the tops of shaking boxcars to the engine to stop it before it crashes into the (town, sea, mountain). But the train has been hijacked by outlaws, and he must shoot his way to the engine. Bad guys climb up from all sides, tunnels come sweeping by, low mail cranes whiz by his ears, Indians ride by yelling insults about his hat, smoke nearly blinds him, his horse is late for helpful jumps and advances to the next car, trains zip by in opposite direction, the bridge is out, and .... Good Golly! It's almost too intense to talk about. You get the picture. One cliffhanger after another. And even if he reaches the engine and stops the train in the nick of time, and rescues the pretty girl and her toothy horse, or vice versa, there will be another runaway train in the other direction, and this one might be rolling backwards toward the mine! I dunno... this might just be too exciting and scary to be a video game. Nahhh!!!!



Game: Samurai Brothers  
Players: 2, simultaneous  
Perspective: 3/4 top down  
Design: somewhere between Ukiyo-E and John Belushi  
Controls: joystick, 2 buttons  
Setting: Japan, 16th century

Plot: The 2 samurai must protect their lord against all attackers in their castle, then must set out on a quest to capture the enemy lord(s) to bring ultimate peace to the land. The settings would be courtyards, streets, and other areas around their castle, then open fields as they travel to the enemy's castle. Sorcerers abound in the dark woods, as well as evil spirits. Helpful spirits can be captured and used. Some of them might be in flasks. The samurai must ultimately duel with an evil lord, who is also a spirit with magic powers. If they defeat him, his powers are divided between them. They must rush back to their own castle to defend their lord against assassins, and this might happen at the most inopportune times. You fill in the blanks. You connect the dots. After defeating the four evil ones, a short-lived peace will set in, until...

SWORD ACTION AND MOVEMENT OF CHARACTERS: joystick moves samurai around with sword in ready position (two-hands on handle, sword pointing up), if sword button is held down, next movement of joystick is location of sword thrust/slash. Samurai maintains his direction. This allows for him to dispatch an attack from behind while facing opponent in front. If jump button is held down, the joystick up or down determines either a jump or a duck, otherwise a tap on the jump button is a jump.

GAMEPLAY: Brutal, non-stop swordplay.

EARNINGS: Again, brutal and non-stop.

Mark West  
11/30/87

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Game: "CLIMBERS"

Players: 2, simultaneous

Perspective: side view

Controls: joystick, "accelerator" trakball, 2 buttons

Monitor: vertical mounted, split screen view of characters

Plot: 2 mountain climbers help and race each other up mountains to plant flags on summits. Each has (8) pitons and ropes. They must negotiate an invisible "maze" up the face of the mountain by trial and error. Joystick controls direction of climb, and they slip until they find the correct direction of climb, and trakball controls speed of climb. They will fall if they climb too fast, but placing pitons along the way will secure them to wall or will catch a fall by ropes. Too much distance fallen will snap a rope, however. The players may be tethered together, which means they must hold on tightly to a rope if a partner falls or both will plummet. Game strategy is to climb as fast as you can, taking risks, but not too fast to fall, and to space out the pitons for maximum distance between them, also risky. When all pitons and ropes are employed, the climber may haul them in to replenish his supply. Object is of course to plant the first flag on top. Climbers may or may not have equipment on climbs, or might have to earn supplies, including extra ropes, pitons, and oxygen.

Obstacles: Yeti, rockslides, avalanches, other climber(s), falcons, vultures, winds, snow, etc.

Variety of Waves: mountains (Matterhorn, El Capitan, Everest, etc.), as well as vertical chimneys for rock climbs, skyscrapers.

Game: DAREDEVIL

Perspective: 1st person over-the-shoulder (approx. 45 degree) camera angle, which remains constant to the ground as character tilts.

Object: the Daredevil (a la Evel Knievel) jumps a series of obstacles, such as buses, flaming hoops, canyons, skyscrapers, etc. Each cabinet would retain its own "World Record" for each event.

Players: single or multiple (up to 4), non-simultaneous

Controls: motorcycle handlebar-type with twist grip, forced-feedback recoil for landings/crashes, "turbo" button for extra blast of power. Direction and speed are only things to control. A brake grip might be nice.

Gameplay: Player looks DOWN over rider & bike atop LONG & VERY HIGH ski-jump ramp. He eases ahead and rolls down ramp toward the multiple bus jump. The high winds of the stadium make it almost impossible to control the approach. The tachometer is at redline as he GUNS the throttle, launching the bike off the ramp and through space. The line of buses are a yellow blur as he fights the shaking of the front wheel to correct for the landing, and SMASHES onto the opposite ramp, ejects the parachute and stops just inches from the retaining haybales. A NEW WORLD'S RECORD!!

Variations on this theme could be: long flat ramp leading up to a pyramid of junked cars; a loop-the-loop before a jump through flaming hoops; ramp jump across twin skyscrapers; a jump off a skyscraper using parachute to a target; rocket-assisted jump of a canyon; etc.

Hardware: low number of polygons needed (possibly), so driving simulator hardware might work.

PROPOSAL:

software for pc use, astronomy related

MARKET:

amateur astronomers, businesses

ITEM(S):

- 1) planetarium simulator, but with "zoom" feature to move in to specified constellations, and further to full-screen images of specific objects. For example, the first view would be of the current night's sky as seen from your specified location. The next click on a specific constellation would show a full-screen view of it, plus all objects of interest (galaxies, nebulae, star clusters, etc.) located among the stars there. A further click on a specific object would show a full-screen observatory photo of it, if available, plus data on the object describing type, distance, magnitude, etc. If no photo is available on the object, or if memory is limited, then a small insert could be displayed showing either data on the object or a small photo plus data. A zoom-out key would return to previous screen(s).
- 2) Solar system: distant view of system would be simulated, showing rotations of planets & moons around Sun, sped up by 10 to 7th power. Earth's rotation would take approx. 3 seconds. Clicking on a specific planet would show space image of it and moons. A spacecraft fly-by image of the planet's surface could be shown by another click, or an image of a moon. There would be a zoom-out key to return to previous view and to complete solar system. If Earth's moon is picked, for example, the image would be the current phase of the moon for the date the solar system was "stopped", and close-up images of the surface of the Moon would show the correct sunlight falling on it. You could enter any date once the moon is picked to see the changing light on its surface. The back side of the Moon could be shown using spacecraft surveys and clicking on specific areas. Earth's rotation could be shown using a series of space images. Landsat photos could be displayed when specific areas are selected.
- 3) Map of Earth (flat projection) showing current sunlight for correct time. Useful for international business calls and travelling. Toggling could show time zones, date line, major cities, country borders, etc. Clicking on a country would isolate it and give a full-screen view of it. Toggling would show more cities, commerce lines, road and waterway systems. Another click would show an enlarged view of the regional map selected, and a further click on a city would show the city map (simplified). The Bay Area, for example, could be displayed after the

United States, California, and the Bay were selected, and the view would be a simplified one showing the cities surrounding San Francisco Bay with connecting roads and bridges. This product would have appeal to businesses for communication and travel, and to schools and individuals interested in geography. The sunlight displayed on the world view would be accurate for the season and date. 31

Submitted by: Gary Stempler

Date: 1 November 1987

Category: Other

Concept: Video vending machine

Description:

This is a technological update of the 3-Minute Photo Booth that has been around for years. For a small fee (\$5 - \$10), a customer would record and receive a 5 minute videotape in a booth. The booth would contain a camera, lights, microphone, a VCR (with some kind of auto-load and eject/dispense feature), a supply of blank 5-10 minute VHS cassettes (or Beta, 8mm, etc.), and a bill/creditcard/ATM card acceptor. There can be picturesque backgrounds available for the customer to select. Possible uses of the booth include capturing vacation memories, and creating personalized video greeting cards (with prepaid mailers available in a separate (attached?) vending machine). Options might include the ability to mix pre-recorded music with the live audio/video, so the customer can make his own music video, or to duplicate a previously vended cassette. Possible locations include standard tourist locations, airports, hotels, boardwalks, malls, amusement parks, military bases, etc.

Development cycle/cost:

The development cycle would be relatively short and the development cost would be relatively low because there would be very little software needed. The development challenges are primarily mechanical in nature (namely an auto-feeding video cassette mechanism).

Product cost/longevity:

I estimate that the manufacturing cost would be in the \$2000 to \$3000 range (possibly less), and that the selling price would have to be in the \$5000 to \$6000 range. However, with an essentially infinite longevity, I don't think the cost should be a problem to operators.

Next generation:

After the success of this product, a second generation product might allow the user to manipulate digitized frames of his video a la Max Headroom.

Notes from in-house session:

- stand alone system: doesn't require operator supervision
- pay for time
- select tape length/time
- VHS format?
- music videos: booth supplies music, "player(s)" sing along
- pay for options: backdrop (video disk/bluescreen), duplicates, mailers, digital special effects
- modular system: introduce new options as available; operator purchases them to upgrade system
- charge "player" for extra options
- flash what's going on inside booth outside for laughs.
- musical auditions, letters to Mom, b-day/anniversary cards, instant will
- sound proofing
- "Max Headroom" kit
- idiot proof
- abuser unfriendly



BOUNTY HUNTER  
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1. FIRST OR THIRD PERSON PRESPECTIVE. ONE OR TWO PLAYER GAME. THE PLAYER HAS THE CHOICE OF BEING A BOUNTY HUNTER OR ESCAPE CONVICT. WHEN THE SECOND PLAYER COINS UP, HE HAS THE CHOICE OF PLAYING BOUNTY HUNTER OR ESCAPE CONVICT. IN THE TWO PLAYER GAME THE PLAYERS MAY PLAY A COOPERATIVE GAME AGAINST THE COMPUTER OR THEY MAY PLAY A COMPETITIVE GAME AGAINST EACH OTHER. THE PLAYFIELD IS A NETWORK OF WATER WAYS AND ROADS.

2. THE OBJECTIVE IS TO CAPTURE ANY <sup>OF</sup> THE ESCAPED CONVICTS IN A GIVEN AREA. THE BOUNTY HUNTER MOVES AROUND IN A CUSTOM AIR BOAT. (HOVER CRAFT) WHEN HE IS LAND STRICKEN, WHEELS POP OUT, BUT HE DOES NOT HAVE THE SPEED THAT HE HAD WITH THE BOAT. BY LOOKING FOR CLUES, THE BOUNTY HUNTER TRACKS DOWN A BAIL JUMPER OR ESCAPE CONVICT FOR BIG BUCKS. HE TRAPS THEM WITH SPECIAL WEAPONS WHICH HE OBTAINS AT BOUNTY SHOPS.

IF THE PLAYER DECIDES TO PORTRAY A CONVICT, HE IS CHASED BY BOUNTY HUNTERS. THE CRIMINAL HAS A SMALL JUMP BOAT WHICH ALSO RUNS ~~MAY~~ ~~RUN~~ ON LAND. HE WORKS HIS WAY TOWARD THE BORDER. IF HE REACHES THE BORDER HE ADVANCES TO ANOTHER STAGE OF THE GAME. HE WILL THEN BE IN A NEW AREA. EACH AREA HAS CERTAIN PROPERTIES (DELTA, BYOU/SWAMP, FLORDIA KEYS). HE ALSO BECOMES A NEW CRIMINAL. HE STARTS OFF WITH PETTY THIEVES AND WORKS HIS WAY UP TO A FULLY BLOWN CROOK.

3. CONTROLS- A JOYSTICK AND FOOTPEDAL TO CONTROL THE BOAT, ONE OR TWO BUTTONS FOR THE WEAPON FUNCTION.
4. THE HARDWARE- JEDS NEW SYSTEM OR CYBER HARDWARE.

DISREGUARD INCORRECT SPELLING  
AND PUNCHUATION.

You have lost all your kitties! they've scattered throughout the neighborhood and you and your friends (6 to 12 years old) have to find them. The board is molded plastic, and each player has a counter/token that can be sensed by the board's processor, probably by a pin into a hole that completes a circuit. The play is simple: each player rolls a die and moves that many spaces. The spaces on the board include barns, trees, logs, and other likely hiding places for kittens. When a player stops on a space where a kitten is hiding (as randomly determined by the processor before each game) the game makes a MEOW sound and the player gets a KITTIE token. When all the kitties are found, the player with the most wins.

The physical game includes a processor that: places the kitties on randomly chosen spaces; senses when a player enters a new space; makes a MEOW sound when kitties are picked up. The board has a majority of 'path' or non-hiding spaces, and several hiding places such as barns, hollow logs, etc. Each has a hole that can be scanned by the processor so that a player's move can be detected.

.....

This proposed game is only one of several similar games that ATARI GAMES could profitably add to its product line.

The major common factors are simplistic strategies (for the young target audience), attractive molded plastic tokens, and an electronic game-board. The key technical challenge is developing a flexible design for game-board that allows the sensing of a player's position. Each board would contain a processor/rom/audio chip or chip-set to control the gameplay and give the player feedback.

Several elements of this design will ensure its success with the market; these elements have not yet been used together so our designs will be new and unique.

#### 1. Electronic control:

This allows each game to be different (by random responses) and simplifies play by handling any complexities of the rules in a way invisible to the players. It also adds 'high-tech' appeal to attract attention.

#### 2. Audio:

Speech or animal sounds have proven to be very attractive to toy-buyers. Toys that produce sounds in a meaningful (not random) manner are especially attractive.

#### 3. Game-play value:

These products are not novelty electronic/audio toys, but provide educational and playful entertainment.

#### 4. Molded-plastic tokens (and board?)

Electronic toys should NOT replace dice, spinners, etc. This has been other manufacturers' approach but it misses the point on why people enjoy games: dice and tokens are pleasurable to handle and to look at. We need to use the physical components of the game to attract the players.

>> It is very easy to develop a strong case for the success of this type of toy by examining the current toy market. This design responds to lessons derived from the success and failure of various electronic toys introduced over the past few years, and from the success of 'classic' children's board games. THE KEY PROBLEM is cost: the ceiling price for this type of product is quite low.

# HELLRIDERS

## THEME:

HELLRIDERS IS A FIRST PERSON, THREE DIMENSIONAL GAME. THE YEAR IS 3033 AND THE PLAYER HAS BEEN CAPTURED BY A EVIL ALLIANCE. HE IS SENT DOWN TO THE LOWER REGIONS OF A DAMNED PLANET. HIS ONLY HOPE OF SURVIVAL IS TO JOIN A GROUP OF PRISONERS, WHOSE MAIN GOAL IS TO ESCAPE THIS VILE PLANET. THEY CALL THEMSELVES THE HELLRIDERS. THE PLAYER JOINS FORCES WITH THEM AND ENDS UP EXPERIENCING THE RIDE OF HIS LIFE AS THEY DEFEAT AND DESTROY DEMONS, SPIRITS, DEVILS AND THE DEAD ON THEIR QUEST TO GAIN THEIR FREEDOM...

FROM HELL.....

## DETAIL OUTLINE:

### PERSPECTIVE:

The perspective in HELLRIDERS is first person, like RoadBlasters and Star Wars.

### OBJECT:

The object of HELLRIDERS is to survive. The player is trying to escape the dark caverns of the planet. There are seven check points, or hell holes as they are called in the game, that the player must get through to survive and gain his freedom. He must obtain a special item in each world, that will enable him to enter the next level. The player gains these items by using his wit, skill, and ability to defeat a major baddy and to uncover the item at the end of the wave.

### CONTROLS:

The player in HELLRIDERS, is riding a space age motorcycle. He becomes the biker of the future. The cabinet would be composed of a high tech biker's seat and handles, with a footpedal for high speed action. The handles would have several buttons on them, for shooting, for firing lazars, for special weapons, and for various attributes the player acquires.

### DEATH:

There are only three ways to die in HELLRIDERS.

- 1.) Player is killed by a monster.
- 2.) Player crashes up his vehicle.
- 3.) Player runs out of fuel.

### TECHNOLOGY:

The hardware for HELLRIDERS is a hardware capable of creating a 3-D, futuristic world; thus, the 3-D system is the ticket...

### VARIOUS GAMEPLAY AND GAME ABILITIES:

HELLRIDERS will have all the advantages of a typical driving game plus some new features.

- 1.) The player can ride the walls.
- 2.) The player can jump off of ramps and go up organic elevators.

GAME ABILITIES CONTINUE:

- 3.) The player can look out of 2 black and white rear view mirrors.
- 4.) Three screens will give the player the total effect of peripheral vision.
- 5.) Each area will have sections with various speeds to go through.
  - A.) Driving (composed of racing and decision making)
  - B.) Shooting (The bike is parked and a controled shoot out takes place, an example is player leaving a hellhole.)
  - C.) Hand to hand combat.
  - D.) Jumping (objects and other characters)
- 6.) Buttons can control left and right fists and also knife slashing action.
- 7.) Player can pick up various objects at hellhole bars.
- 8.) Creatures can regenerate.
- 9.) Creatures can hang on to the front or sides of player's vehicle.
- 10.) A hot air blast will hit the player in the face, when he zips by flames of fire.

VIDEO ACTION:

The video screen in HELLRIDERS is 1st person with the look and feel of a three dimensional environment. The players senses are totally activated as he experiences rocks and walls that zoom by him as he travels through dark, humid, muggy caverns of the dead. The terrain is constantly catching him off guard as objects and creatures dart in front of him. The visuals are dark, violent and grotesque as the player descends deeper into the game. THE HELLRIDERS destroy and demolish massive bodies of evil creatures in their attempt to escape, causing blood and guts to go flying all over the place... In a nutshell, the action is fast, intense, and blood curdleing to anyone who dare attempt to make this journey out of hell...

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Gary Stark  
12/1/67

-- R.A.D. --  
(Remote Attack Droid)

R.A.D. is a true first-person, 3-dimensional (driver hardware) one-player video game. R.A.D. is fast paced and graphically, completely unique to the coin-op environment. R.A.D. will be the first game which allows the player true 3-dimensional motion, not just motion in one general direction or motion by discrete rotation angles. The mathematical model makes possible endless player/environment interactions, a feature which is generally lacking in most games.

**GOAL:** The player is given either a specific goal to accomplish or a choice of goals. Once completed, he moves on to the next goal. Goals are as follows:

- 1) deactivate enemy ship's shields
  - 2) locate prisoner within enemy space station
  - 3) shut down reactor in abandoned federation ship
  - 4) plant bomb within enemy space station
  - 5) investigate abandoned federation ship
- etc...

**METHOD:** You are in control of a very sophisticated, very secret offensive weapon known as R.A.D. (Remote Attack Droid). The device is transported somewhere within the enemy ship's interior, thus allowing the federation access to highly sensitive areas. R.A.D. glides along the numerous corridors, exploring various areas of the ship/space station. Although capable of considerable firepower, it's true strength becomes apparent during sabotage, intelligence gathering and rescue missions.

The player is allowed to chose where the R.A.D. is to be beamed. Some areas are not selectable due to interference caused by ship structures or enemy scrambling.

The player is given 3 chances (game option selectable) to accomplish the mission. Each R.A.D. represents one (1) chance. Death is defined as:

- 1) destruction of R.A.D. (laser blast, etc)
- 2) deactivation (due to capture)
- 3) out of energy
- 4) loss of communication with R.A.D.

**HARDWARE:** Driver hardware with no modifications.

**GRAPHICS:** The view is 1'st person through the eyes of the robot. Since he is being controlled remotely, the screen displays static and other sources of interference at times, maybe even an interrupting message from an enemy commander. The look is high tech all the way, readouts of all sorts superimposing the screen (just like real life surveillance cameras display the day & time, etc). To get a 'real' look, ship interior might consist of subtle shades of grays & blues. The



current driver hardware also allows for the superimposing of non-polygon bitmaps. This could be used very effectively for ship windows, etc.

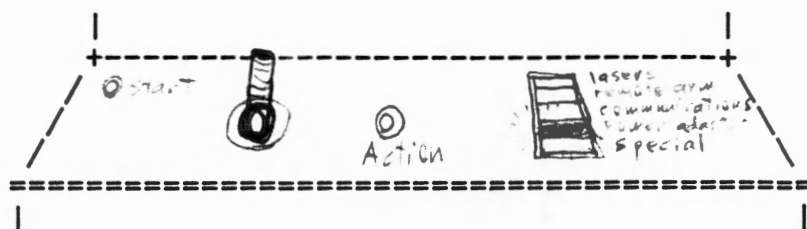
38

#### STRATEGIES:

If you are able to access the ships computers, you could gain a great deal of information (where prisoners are kept, etc) With the correct key sequence, you might even be able to deactivate security systems, etc...

If you find a pass card, you will be allowed access to otherwise restricted areas.

#### CONTROLS:



(1) WHIRLY-JIG JOYSTICK: Motion for the R.A.D. is similar to Zybots, except that motion is analog (360 degrees of motion) and not digital (4 directions)

(2) ACTION BUTTON: Activates the currently selected function (see below).

SELECT BUTTONS (last pushed is lit up):

- (3) Lasers
- (4) Remote Arm (If hand is empty, picks up. Else drops.)
- (5) Communications Adapter
- (6) Power Input Adapter (Plug)
- (7) SPECIAL (mission dependent)

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SPECIAL NOTE: At the brainstorming, I stated that I would use extensive screen graphics at the EXPENSE of the screen refresh rate. I have since modified my thinking. The game MUST be fast paced. Upon further review of what the driver is capable of (in particular, it's ability to blit pixel images), I do NOT feel that game pace need suffer.



Current state of Artificial Intelligence (AI) programming largely revolves around "Expert Systems". The programmer has interviewed an expert (possibly himself) and taken the knowledge from that expert and created a "knowledge base" and a program to access it. The user runs the program and is able to use the expertise within it.

Some current applications include:

- Medical diagnosis
- Mineral Deposit location
- Stock Analysis
- Tax Preparation

Atari is fully capable to produce expert systems and to use this style of programming.

- Direction Finder -> Coin operated machine which would describe (in detail) to the user the street directions from one location to another. This need not be limited to simple directions..
  - Give most scenic path
  - Give path using mass transportation (when does the bus leave ?)
  - Give walking/bike riding/skate-boarding path
  - Give path to avoid traffic (machine knows the time.)
  - Give path to closest police/fire/hospital
  - Indicate unsafe path (construction/drug dealers)
  - Give path to closest (best) shopping.. "I need gas"

In addition to a coin operated machine this program could be put on a time share system so the user could call up for info.
- Video Games -> Expert system within games teaches you how to play a complex game. Maybe the game is not playable without interviewing the expert first for all the tricks.
  - Flight simulator training
  - D & D with an extra character who is the expert
  - Pool game with expert instruction on shooting
- Others -> Expert systems (in coin op. or at home) could be used to bring expertise to any user.
  - Car mechanic -> ask it how to replace your oil filter.
  - Phone Technician -> ask it how to put in a phone.
  - Home Chef -> need a recipe or how to skin a chicken ?

1987 BRAINSTORMING SESSION  
Peter Takaichi  
December 14, 1987

### RESCUE

RESCUE is a first person video game utilizing 3-D hardware. The player will pilot an advanced hovercraft vehicle which will be fast, maneuverable, and capable of flying up to thirty feet off the ground. The game will create a tiny universe in which to explore and play in. The intent is to have the player experience and enjoy the freedom of movement afforded by the 3-D hardware.

#### SCENARIO:

A wide river divides an embattled city. Your forces occupy one bank. The HOSTILES hold the other. Both armies are stalemated in their attempts to advance. The streets and buildings on the far bank are deserted and cloaked in darkness. The city's inhabitants have been replaced by HOSTILE troops. They patrol the empty streets in search of members of the RESISTANCE. Unable to escape, these allies have sought sanctuary within the shadows of the standing ruins. They must be rescued for the RESISTANCE possess information on how to attack and drive the HOSTILES from the city.

#### OBJECT:

Your mission is to rescue these survivors. They carry transmitters to aid in locating them, but this device is only sporadically used to avoid detection. When they transmit, their position will flash on your visual grid map. This will locate them to a particular city block, but will not pinpoint their precise position. These survivors are similar to attributes acquired in other games. When picked up they can impart valuable data to the player. For instance, the location of a fuel cache, another RESISTANCE member, or safe routes are examples of information that could be conveyed to the player on the visual grid map.

Your hovercraft vehicle will allow you to silently enter the enemy sector. Your goal is to avoid detection; but if spotted, you must evade the HOSTILE ground patrols by flying up, over, and around the labyrinth of buildings. Successful missions will depend on stealth and quick movements for you carry little armor protection and no offensive weapons on your rescue flights.

Each sector will have a defined number of survivors to save. Once you have successfully rescued all of the RESISTANCE members, your craft will be refitted with weaponry and you will fly an attack mission on the HOSTILES in that sector. This is envisioned as a short but intense interlude between sectors (levels) patterned after the obstacle course scene in PAPERBOY.

CONTROLS:

A pilot stick would control up-down, left-right, and speed.

- \* Push forward to dive.
- \* Pull back to climb.
- \* Move stick left or right to rotate in that direction.
- \* Trigger in stick handle controls speed.
- \* Button on top of stick fires cannons in attack sequence.

Two additional buttons would be mounted on the control panel to allow you to release or pick up fuel cannisters. Each depression of a button would transfer one cannister.

HOW PLAYER DIES, HOW GAME ENDS:

Fuel (measured in power cannisters) represents time. The player dies by running out of fuel. If the player crashes or is shot down, they are penalized by losing time.

Refueling is a primary concern because a vehicle can only carry four objects in addition to the pilot. An "object" is defined as a power cannister or a passenger. Additional fuel is obtained in one of three ways. First, you are rewarded with a cannister when you pick-up a RESISTANCE member. Second, you are completely refueled if you return your passenger(s) safely to base. And third, some RESISTANCE members know locations of fuel caches. If you can get to the hidden supply, you can refuel and transfer cannisters to your own secret locations. In this manner you can strategically locate fuel so that you can leap frog from one fuel cache to another as you shuttle passengers back to base.

# RAUSTON

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NAME : PAR WARS ALIAS COMBAT GOLF

THEME : "GOLF IS HELL!"

PERSPECTIVE : "ISOMETRIC" (3/4-VIEW?) LIKE 720°

OBJECT OF GAME : 2-FOLD : 1) PLAY GOLF (SHOOT GOOD SCORE)  
2) SURVIVE ATTACKS BY  
"ENEMIES"  
("CAPTURE" HOLES)

IDEALLY A 2-PLAYER SIMULTANEOUS, COOPERATIVE GAME.  
HUMOROUS; COMICAL CHARACTERS,  
PLAYERS RIDE IN SPECIALLY ~~GOLF~~ EQUIPPED, HEAVILY  
ARMORED GOLF CART (CAMO, ~~GOLF~~ MOUNTED GUNS; ?)

PLAYERS ~~CAN SHOOT~~ MUST AVOID ENEMY FIRE  
COMING FROM O.B., ROUGH, "BUNKERS", ?

THE CLOSER YOU MUST GO TO EDGE OF FAIRWAY,  
THE MORE HOSTILITY YOU WILL ENCOUNTER.  
(EMPHASIZES GOLFING ACCURACY.)

PLAYERS CAN GET OUT OF CART + "BATTLE"  
ON FOOT.

DRIVE CART TO BALL, PARK ON ONE SIDE OR  
THE OTHER TO SHIELD ~~GOLFER~~ PLAYER AS  
HE HITS SHOT. ONE PLAYER GETS OUT AND  
HITS WHILE OTHER PLAYER PROVIDES "COVER."

FAST PACED — MUST HIT BALL QUICKLY TO  
AVOID ~~HEAVIER~~ ATTACKERS CLOSING IN.

WHEN YOU STOP AT BALL — SELECT SCREEN:  
ONE PLAYER SELECTS GOLF CLUB;  
OTHER PLAYER SELECTS WEAPON.

FINISH HOLE TO CAPTURE IT + MOVE ON TO  
NEXT ONE.

EACH HOLE ~~SEEM~~ LOOKS LESS + LESS LIKE  
A GOLF HOLE + MORE + MORE LIKE A  
WAR ZONE — BURNING CARTS, BOMB CRATERS.  
MORE HOSTILITIES.

"SNACK SHOP" — CHANCE TO ACQUIRE ~~NEW~~ ATTRIBUTES,  
AMMUNITION, GOLF ACCESSORIES, ATTACHMENTS FOR  
CART.

SOME WAY TO TRANSLATE LOW SCORES INTO MORE MONEY TO BUY STUFF.

### OTHER COMICAL ELEMENTS:

- ERRANT GOLF SHOTS FROM OTHER "INNOCENT" GOLFERS.
- UGLY GOLF ATTIRE
- LOST GOLFERS
- ENEMIES IN CARTS, JEEPS
- GOLF IS RESPECTED BY EVERYONE AS HAVING TOP PRIORITY — STRICT ADHERENCE TO RULES, ETIQUETTE:

CEASE-FIRE WHILE HITTING SHOT.  
HOSTILITY INCREASES IF YOU RIDE THROUGH SAND TRAP OR ON GREEN; COURSE MARSHALL JOINS ATTACK.

### CONTROLS

COMPLEX, EXPENSIVE:

3-WHEEL GOLF CART STEERING MECHANISM



GAS  
PEDAL



SIMPLE, CHEAP:

2 JOYSTICKS, 2 BUTTONS

GAME OVER: ?

LIVES? LAST ROLL?



Last Revision : November 10, 1987

File : [LOGG]WAR.DOC

Prepared by: Ed Logg

Project Team:	Team Leader	= Chris Downend
	Project Leader	= Ed Logg
	Game Design	= Ed Logg
	Programmers	= Ed Logg/???????
	Engineer	= Doug Snyder
	Technician	= Cris Drobny
	Animators	= Mark West/???????

## BRIEF OVERVIEW

This game is a one or two player cooperative game with nine different stages all with a World War II theme. This game will be a combination of nine old games with a few new twists. First, the controls will be different than the older games. Second, this game is similar to Track and Field in that the player must meet a specified goal otherwise he will not be allowed to advance to the next stage. Each player will have a start/action button, a fire button and an eight way joystick. The function of the joystick and action button will vary with each stage.

The game will be implemented on CATACOMBS hardware but it can easily be converted for SYSTEM I by changing the graphics and modifying one motion object routine.

A cocktail implementation is possible as long as both players are on the same side of the monitor. This is the best that I can do as long as the game is a two player simultaneous game. If it is desirable to have a cocktail version, we could redesign the game so that it is a two player alternating game play.

This game has the following strong points:

1. It is a simple game with a simple control which will allow the widest possible appeal. It could easily be sold to the street or table top market as a kit or an upright.
2. It is a popular theme which will appeal to all age groups.
3. Should one or more of the combat stages turn out stronger than the others, it is possible to do a game based strictly on those stages.
4. Should the earnings not warrant the sale as an upright we could still sell it as a kit.

This game has the following weak points:

1. Each part of this game has been done before so it may be viewed as nothing new. Even so, I believe it has enough variation and new features to give it a fresh look.
2. The war theme may be too trite for today's market.



## GAME DESCRIPTION

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Coins and game start are very similar to Double Dragon. Coins may be entered in either coin mech. The game will keep a single community credit count. To start, a player just presses his start button before the start of a level.

At the start of a game, the screen will display the nine different stages. Either player is allowed to select the starting stage. Once a stage is selected, the game will display the mission to be completed and demonstrate how the controls are used. Each stage will last approximately 60 seconds. At the completion of each stage there will be an animated sequence showing whether or not each player has advanced to the next combat stage. In a two player game, as long as one player completes the mission goal the game will advance to the next stage. Otherwise, the players may replay the same level within ten seconds or restart from the beginning. The order of the stages is predetermined. It is possible to have the player select a stage in the second round if the first round stages are very easy.

There will be at least four rounds for each of the nine stages. This means there would be 36 total rounds needed to complete the game. In a two player game, the players will have the opportunity to duel each other in one of the nine combat stages. For example, the artillery combat may be chosen and the player destroying his opponent the first is declared the winner. At the completion the players are given a scene where they are awarded medals and ranked for their successful completion of each combat stage.

The high score table will be based on score per coin like Gauntlet. This will reward the player that pays the least but scores the most. It is also likely that the number of successfully completed stages will be shown on the high score table as well, as in the Revenge of Doh.

### ARTILLERY COMBAT

This stage is similar to the game called POT SHOT on some home computers. The perspective is side view. The goal is to shoot over a hill and hit the enemy artillery before he does the same to you. The player must select his angle by moving the joystick up or down and pressing the fire button. The action button can be used to select one of four muzzle velocities. At the start of the stage the hill size, and wind velocity will be chosen and displayed for the player. Each player will have two shots on the screen at a time. The enemy will randomly pick a starting angle. Each subsequent shot will get closer to the player, so the player must destroy the enemy within say ten shots or the player will certainly be destroyed. In a two player game, there will be two players on one side of the hill and two enemy pieces on the other side of the hill. In addition to the enemy artillery there will be other targets which will be worth extra points. Bonus points will be awarded for destroying the enemy with a small number of shots.

On higher rounds, the gun will be mounted on a track and the player will be able to move his gun forward and backward by moving his joystick left and right. If the enemy destroys the track then the player's mobility will be restricted. On still higher rounds the wind will vary through out the round. The player must use the wind indicator to direct his shells. On still higher rounds, there will be a tunnel where the player and enemy artillery would be protected from shells until the hill above the tunnel is destroyed.

This stage is similar to one of the variations of Air/Sea Battle cart for the 2600. The perspective is side view. The object of this stage is to destroy the planes passing overhead without letting a specified number reach the other side. The joystick up and down select the angle of the gun just like the artillery stage. Moving the joystick left or right will move the guns position left and right respectively. The player will be allowed only two shots at a time. The fire button will shoot a shell which will damage any enemy plane only if it makes contact. The action button will send up a proximity shell which will detonate close to any plane. The resulting large explosion may destroy more than one plane. The player will be limited to a small number of proximity shells. During some rounds the player will be given steerable shots.

The enemy aircraft will vary with speed and altitude as well as size. During the first round the aircraft will only enter from the right. During later rounds the aircraft can enter from either side. Some of the enemy plane will be bombers which will attempt to bomb the player's gun. If they should succeed, the player will be out of commission for a short period of time. I envision higher rounds also having cloud cover which will hide the enemy planes from view during part of their travel. It is also possible to have planes that dive bomb the player's position or fly in a path that will increase or decrease their speed and altitude.

## DESTROYER COMBAT

This stage is similar to the old Atari game Depth Charge. The perspective is side view. The player will play the role of a destroyer which will destroy the enemy submarines with its depth charges. The player's mission will be to prevent a certain number of submarines from escaping to the other side. The joystick up/down will control a cursor on the screen. This cursor will determine the depth of the charges being dropped from the back of the destroyer. The joystick left and right will control the speed of the destroyer. If the destroyer should exit from one side of the screen, it will reenter from the same side going in the opposite direction. The player will have a limited number of depth charges to complete his mission. The action button will fire contact charges from the bow of the destroyer. These charges will destroy any sub on contact. The player will have a limited supply of contact charges.

Each round has a different pattern of subs with different depths and different speeds. Some rounds would have the subs enter from one only one side but on others the subs can come from either side. One round will be a random pattern but the others are preset from the start and the player must determine his best pattern for destroying the subs. Subs could also release mines which would float to the surface and destroy or damage the player's destroyer. The player must use his depth charges or contact charges to destroy the mines.

## BATTLESHIP COMBAT

This stage is similar to the board game of Battleship. The perspective is top down. The player's mission will be to destroy the enemy ship or ships before your ship is destroyed. The player will control a cursor to select a target square on the enemy side of the screen and press the fire button to send a salvo to that blackened position. When the shell hits the player will see whether or not he hit a ship. If he should hit a ship it will be easy for him to send several more shots to the neighboring squares to sink the ship.

The player's firing ability will be limited to the number of operating gun <sup>47</sup> turrets he has left. At the start of the stage he may have as many as four turrets depending on the type of ship he is commanding. Should two of his turrets be put out of action then he will be limited to only those left. The player can control the speed and position of his battleship by moving the joystick in the desired direction. The action button will fire a flare to a position set by the cursor. This will show any ships in the area of the flare. The players will only have two flares per round. The enemy will also have flares which they can use to locate the players ships.

During the later rounds the enemy ships will have more mobility. Each round will have a different set of enemy ships which have different sizes and speed. Increasing the enemy firing speed and making their shooting more intelligent will make it harder for the player to complete his mission.

## BOMBING COMBAT

This stage is similar to the game Mach 3. The perspective is top down. The player's mission will be to destroy the specified number of enemy targets given a fixed number of bombs without being shot down. The player will control his bomber. The fire button will drop a bomb and the player must estimate the contact point given his altitude, speed and the wind. There will be no cursor, like in Xevious, to mark the contact point. The enemy on the ground will be shooting up at the player. The player's bomber may be damaged by a close hit which will reduce his mobility. Several close hits or a direct hit will result in the player's bomber being shot down. In a two player game both player's planes will be on the screen at the same time. They can cooperate by taking the targets on their side of the screen or use some other strategy.

The enemy targets will consist of factories, trains, vehicles, bridges, roads, fuel depots, ships, etc. The player should not be bombing any civilian targets, hospitals, prisoner camps, etc. Doing so will prevent the player from advancing to the next combat stage.

## AIR COMBAT

This stage is similar to the game After Burner except more simple and tuned for a different era. The perspective is first person removed. The player must shoot down the specified number of enemy planes before his ammo and fuel are exhausted. The player will be controlling his fighter plane by moving a cursor to the position on the screen where he wants to be. This cursor is also used to determine the direction of his guns. The player's plane can be damaged by enemy fire. Each level of damage will reduce his mobility and stability. Being hit three times will result in the destruction of the player's plane. The screen will scroll left and right if the two players cooperate and attempt to fly in that direction. The same is true for scrolling up or down. The two players will be able to damage themselves if they attempt to fly into each other. They will not be able to shoot each other. The action button can be used to increase the player's speed and mobility for as long as it is held down.

The enemy planes attack the player head on by entering from the sides, top and bottom. They will take a few shots and then break off their attack by flying off the screen. It is also possible to have planes flying away from the player which will allow the player to pursue and attack. In addition to enemy fighters, there will also be larger enemy bombers which will require more hits to be shot down. Some enemy planes will fly horizontally which will force the

player to react quickly before it leaves the screen. At higher rounds the enemy planes will be faster, smarter, and will have more fire power. There will also be clouds to hide the enemy planes approach.

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## SUBMARINE COMBAT

This stage is similar to the game Wolf Pack, Sea Wolf, etc. The perspective is first person. The screen is split to show their own view. The player's goal is to sink a specified number of ships with a limited number of torpedoes and fuel. The player will control his view horizontally by moving his joystick left or right. The enemy ships will move horizontally from either side. Each player will be independent in that they cannot hurt each other or see each other's torpedoes, but they will be able to see the same sinking ship. There will be a compass heading showing each player the direction in which they are facing so that the players can cooperate by shooting in different directions. The action button will fire steerable torpedoes instead of the straight running variety. There will be small number of steerable torpedoes.

The enemy ships will vary in their size, distance, speed, and armor. Ships with armor will require more than one torpedo to be sunk but they will be worth more points. An armored ship hit once will slow down. On higher rounds some ships will be decoys which cannot be sunk.

## GROUND COMBAT

This stage is similar to Commando. The perspective is three quarters view. The player's goal is to reach a specific position without being killed. The screen will scroll from top to bottom. The player can control his character by using his eight position joystick. The fire button will allow the player to shoot his gun. The player is provided with unlimited ammo but with a limited number of shots at the same time. The player will throw a grenade or shoot a bazooka by using the action button. The player must collect the grenades and other explosives before he can use them. If the player is hit by an enemy shot he will be damaged, reducing his speed. Being shot several times will result in his death. There will be enemy tanks, mortars, mines, etc. which will kill the player with one blow. The playfield will be littered with many obstacles to hide behind. The idea is that must use these obstacles else he will most certainly die. In a two player game, each player will not be effected by the other player's shots.

Each round will use a different scene with different patterns of enemies and obstacles. The player will be faced with greater numbers of enemies, as well as enemies requiring the player to time a pattern before proceeding. For example, machine gun nests will be set up such that the player must wait for the precise moment to leave his hiding place to prevent being shot.

## TANK COMBAT

This stage is similar to the game Operation Wolf. The perspective is first person. The player's goal is to destroy the specified number of enemy soldiers and tanks without being destroyed. The player will control a cursor with his joystick. The player will shoot his machine gun with the fire button and his tank cannon with the action button. The tank cannon will require a short load time before it can be used again. The player will have a damage meter which will show him how much he has been damaged. The machine gun and cannon have a limited supply of shells, so the player must be careful not to



run out of ammo. In a two player game, the players will share the same screen but there will be more enemies to confront the players. Damage will be assigned to the player based on which side of the screen the enemy is on. 49

Each round will have a different scrolling background. There will be different enemies as well as enemies in greater numbers and with greater speed. On higher rounds more tanks and other vehicles requiring the cannon will be used. Some targets, such as the tank, hurt the player more and require the player to concentrate on these targets before any other. In most cases the entry of the enemies will be set so that the player does not need to move the cursor from one side of the screen to the other very quickly due to the fact that a non-analog joystick will be used.

## REVENANT

### Perspective:

Original write-up read:

"Very much 1st person. (Important to the game concept.)"

Discussion and consideration have lead to a few problems with this idea. First, a real first person perspective leads to the possibility of very large motion objects at close range. Also, the idea of changing from character to character in 1st person may be difficult to make clear to players. While neither of these are insurmountable, they have led me to consider making this game into a 3rd person perspective.

### Idea, method and object of game:

This game is in a fantasy (medieval/magic) setting. The player takes the part of an avenging spirit. He "possesses" one character at a time and (within some limitation, probably a minimum time between possessions) can hop from character to character. Of course, once the other characters discover you've taken over someone new, they will attack you. So it is, for the most part, a running battle. Maybe you could sneak or go under disguise without fighting for a while, but never long (this is a video game, after all). And if you find a character you have a hard time defeating, you don't have to; become that character, instead.

While you possess a character, you (naturally) gain his/her/its abilities (and limitations). Using these, you try to fight your way further on, in your quest to destroy the evil warlord (who, by the way, killed you, which is what made you an avenging spirit). As you fight your way thru his castle, certain characters will be more advantageous in certain situations. At last, you face the warlord himself in the final showdown. The evil warlord (and perhaps a few other characters along the way) cannot be possessed, and must be fought. (Other characters which you couldn't possess and didn't want to fight might be avoided.)

The idea has come up of "unintentional" and/or "mis-directed" possessions. If you possess anyone you touch, then you must (1) get close to someone to possess them and (2) be very careful whom you touch. Personally, I have reservations about that, because I like the idea of moving ahead by "possession express". Alternately, you could keep the possession button idea and require a more precise aim: if you aren't pointed directly at your intended target for a possession, you could end up possessing something inferior (a lesser, near-by character) or even very silly (a rock).

### The video:

In the 1st person perspective, you, the player, would be looking out thru the eyes of whomever you were possessing at that moment. The view would be modified (at least in some cases) by the character you were playing. As a heavily armored warrior, you might only see thru a visor; if you were playing a dog, you would be looking past your snout. You would see other characters around you (mostly trying to do you in). There could be a cursor (dot or crosshairs or something) at center screen to show where you were "aimed" at the moment (for fighting, firing, or possessing). This would allow you to gain any "special senses" of any character you possess: some characters could see in the dark better than others, some would be



able to see things that might be invisible to others.

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In the 3rd person perspective, a character would have to have some sort of indicator of when they were possessed by the player (like a glow around them). Player understanding of this should be no problem, as there are many games where player control switches between characters during play. The only difference here is that the switching is under direct player control. The "special senses" idea doesn't work quite as neatly, but could still be used.

#### Possible characters:

- Knight with sword (strong, slow, well armored)
- Man-at-Arms (wimpy version of knight)
- Archer
- Wizard (with fireball wand)
- Bat (night vision)
- Dog
- Cat
- Butterfly (instant death if anyone hits you, but who hits butterflies?)
- Dragon (cannot be possessed? cannot STAY possessed?)

#### Controls and how they affect the video:

The XYBOTS control would work well in either perspective, with the same functions it has in that game. There would also be 2 buttons: Attack/Action and Possess. Pressing attack/action would cause your current character to perform its primary function (which might not always be an attack, but usually). In 1st person perspective, the possess button would cause some special effect on screen and then you would be seeing things from your new point of view (probably looking at the guy you formerly possessed). In 3rd person, I envision the "possession glow" streaking comet-like from one character to the other.

#### Describe how the Player dies or how the Game ends:

Being in a body which dies will spell doom. Perhaps a cumulative effect would also apply, whereby some part of the damage you take in any form is applied to your "spirit form", resulting in your eventual demise even without any one of your possessee's dying. This might not be necessary, though, if the minimum time between possessions is right.

1987 BRAINSTORMING IDEA  
JACK AKNIN  
November 19, 1987

FEATURES OF:

SLAMMER

and

THREE-IN-A-ROW

1. UNIQUE GAME CONCEPT:  
Combines familiar game themes:  
  
Boom Ball  
Bean/Coin Toss  
Skeeball  
Chicken-In-a-Pot (Leap Frog)  
Tic-Tac-Toe
2. ONE/TWO PLAYER GAME  
  
Incentive to play  
Tickets/Prizes
3. LARGE PLAYER BASE  
  
Concept (controls) not intimidating  
Crosses gender and age
4. "SEESAW" TYPE CONTROL IS DIFFERENT  
  
Entails: Aiming/timing/strategy/luck
5. INCREASE DIFFICULTY LEVEL TO CHALLENGE REPEAT PLAYERS
6. HIGH VISIBILITY  
  
Prizes could be displayed in cabinet.
7. LOW COST GAME  
  
No complicated mechanisms  
Low maintenance/Easy servicing

1987 Brainstorming Idea  
JACK AKNIN  
November 19, 1987

### SLAMMER

#### GAME TYPE

One or two player electro-mechanical game.

#### GAME OBJECT

The object of the game is to accumulate as many points as possible in a certain amount of time <sup>(TIME LIMIT)</sup> by shooting a solid rubber ball through a variable speed rotating disc and into holes of a 45° inclined display panel which resembles a Tic-Tac-Toe board. All holes have the same numerical value except for the center hole which has the lowest entry score since it is always open. Player having shot a minimum number of balls in the holes would get a ticket or tickets to be redeemed for a prize. Also, if the player's ball falls into the drain hole located in front of the rotating disc, the computer will add randomness by removing a given amount of points to the player's score. In a two player game, Player #2 shoots after Player #1's ball has disappeared or is out of play. Players may select the degree of difficulty; novice, intermediate, or expert, which increases or decreases the speed and direction of the rotating disc.

#### CONTROLS

A 'seesaw' type of control where the player slams one end of the control to eject a solid rubber ball sitting in a spoon-like cavity at the other end. This control would have an adjustable fulcrum or pivot point to provide the best mechanical advantage according to the size of the player by increasing or decreasing the length of the 'lever'. It would also pivot on a plate which rotates to allow the player direction and aim. Controls could be recessed so as not to protrude from the game cabinet.

#### HOW GAME ENDS

Game ends when time runs out. Additional time may be added if player has reached a certain score.

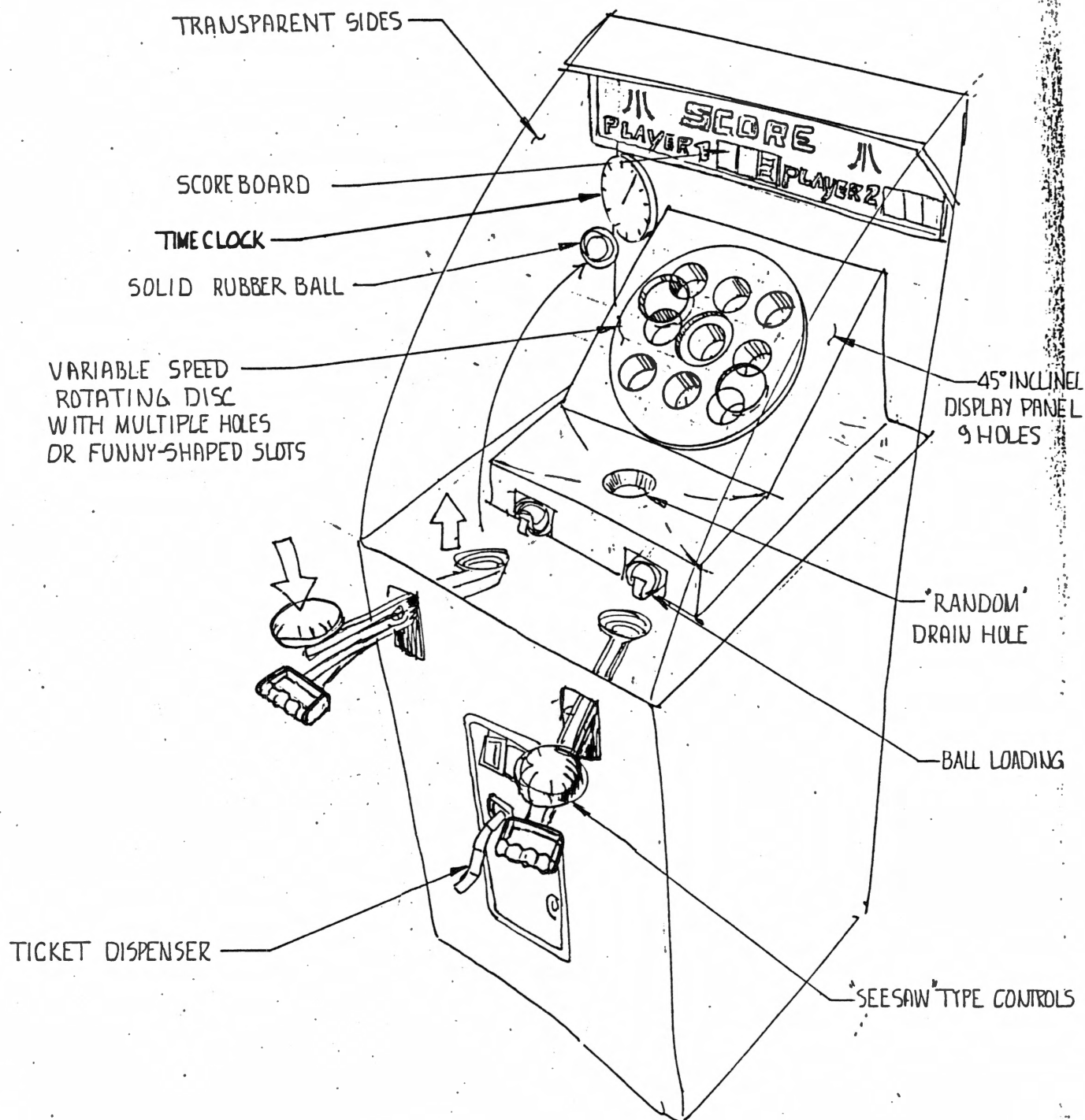
#### CABINET

Approximate size of an upright video game with transparent sides.

# SLAMMER

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AN ELECTRO - MECHANICAL GAME



1987 Brainstorming Idea  
JACK AKNIN  
November 19, 1987

### THREE-IN-A-ROW

#### GAME TYPE

One or two player electro-mechanical game.

#### GAME OBJECT

The object of the game is to complete a row of three lights in any direction on a board by shooting a rubber ball through a variable speed rotating disc, and into holes of a 45° inclined display panel which resembles a Tic-Tac-Toe board. The center hole is always open. The player has ten attempts to complete a row, using the same ball over again. If the player's ball falls into the drain hole located in front of the rotating disc, the computer will randomly add a light or remove a light, in which case, the player would receive an extra shot. In a two player game, Player #2 shoots after Player #1's ball has disappeared or is out of play. Finally, players may select the degree of difficulty; novice, intermediate, or expert, which increases or decreases the speed and direction of the rotating disc.

#### CONTROLS

A 'seesaw' type of control where the player slams one end of the control to eject a solid rubber ball sitting in a spoon-like cavity at the other end. This control would have an adjustable fulcrum or pivot point to provide the best mechanical advantage according to the size of the player by increasing or decreasing the length of the 'lever'. It would also pivot on a plate which rotates to allow the player direction and aim. Controls could be recessed so as not to protrude from the game cabinet.

#### HOW GAME ENDS

Game ends when player has completed a row of three lights in any direction. The number of balls remaining equals the number of tickets the player will receive. If player completes the row with the last ball, he/she will be awarded one ticket. In a two player game, the player who finishes first will also be given credits for the other player's unused balls. The winner can also get a free turn if he/she uses four balls or less to complete a row. Also, whoever wins could be Player #1 the next game.

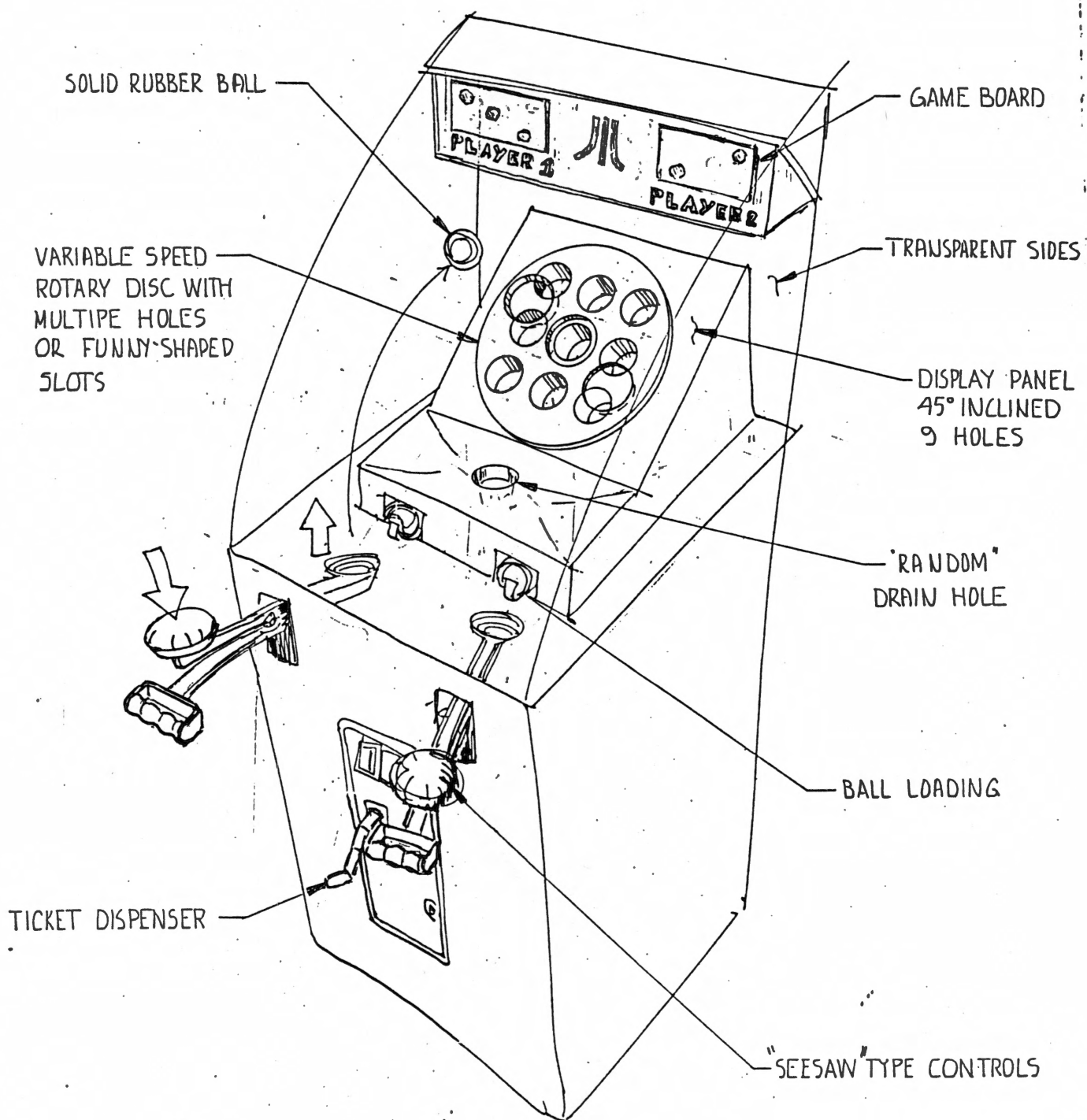
#### CABINET

Approximate size of an upright video game with transparent sides.

# THREE-IN-A-ROW

AN ELECTRO-MECHANICAL GAME

56



J. AKNIN  
NOV. 19 1987



# STARFLEET

A game idea submitted by: Kelly Turner

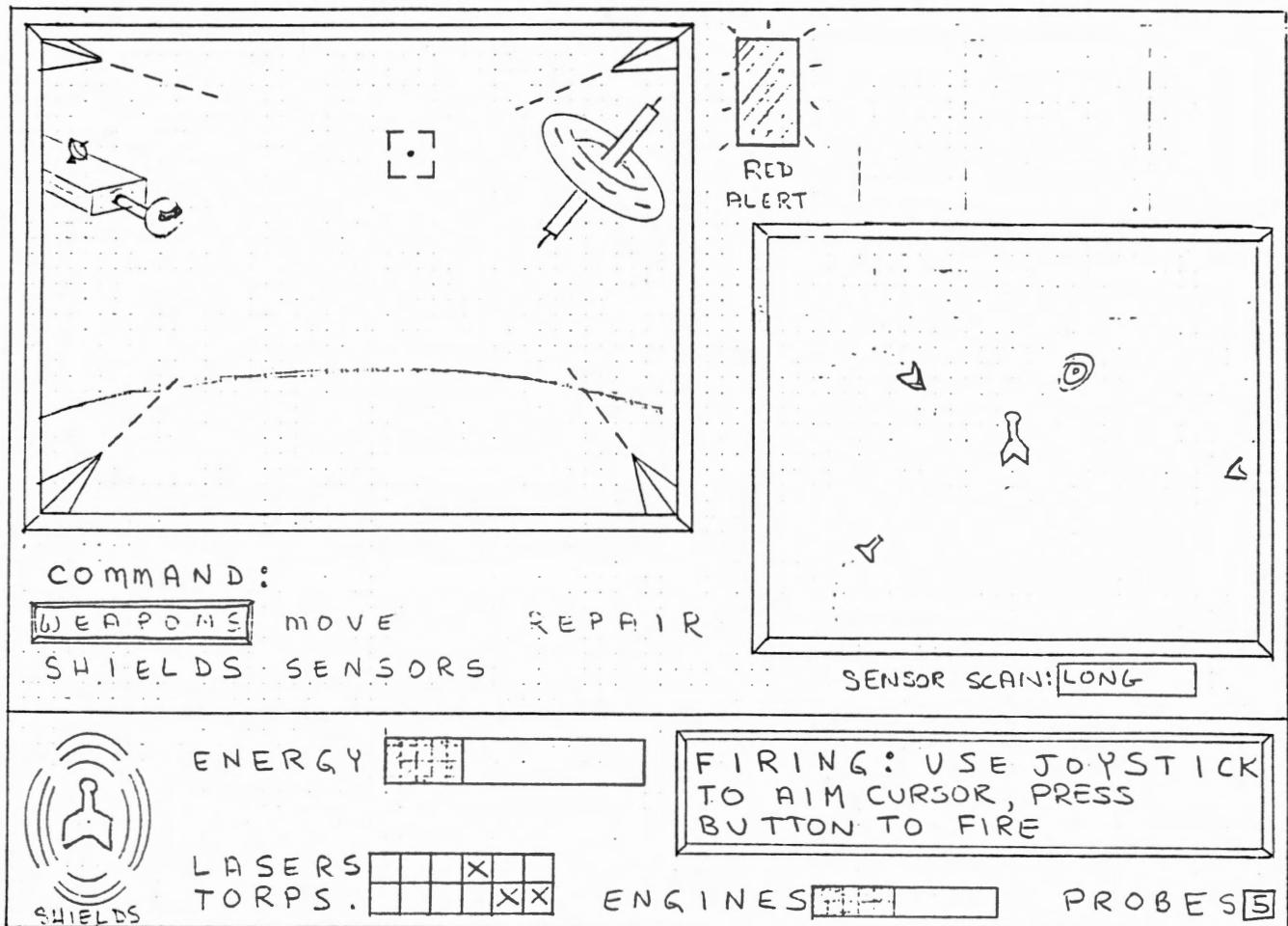
December 6, 1987

## OBJECT OF THE GAME:

Beat back the invading forces of the 2 neighboring galactic empires with your Starship. This is basically a version of the old Space War / Star Trek computer games (which, until add-a-coin, were too long for 25 cent/2.5 minute games.)

## PERSPECTIVE:

You play the game by looking at the control panel of your ship. This control panel features readouts of your ships status, a main viewing screen (first person) and a sensor scan readout (top down). The first person viewer will only be on an XY axis (no Z) so you are basically playing on a flat game board.

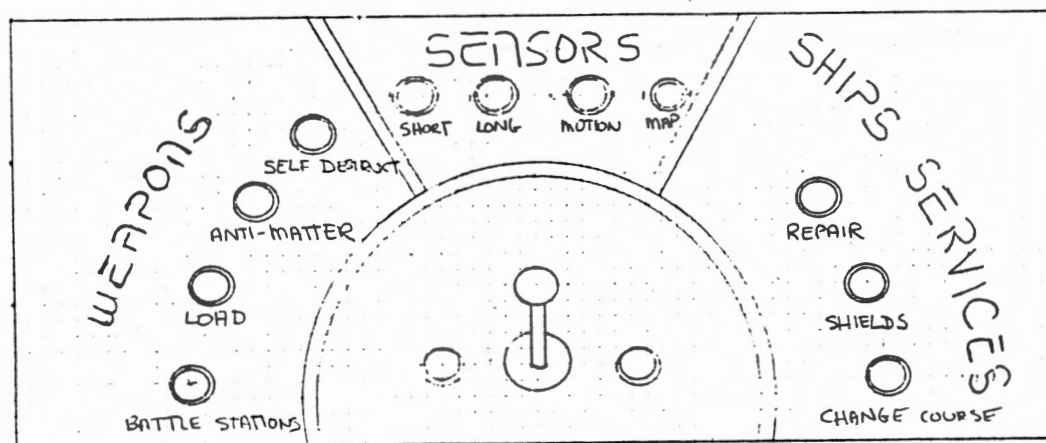


## GAMEPLAY:

When the game starts, you receive a distress call from one of your starbases. You must rescue it and destroy the forces attacking it. Various items will come under attack from either or both of the neighboring empires. You must decide which is the greater loss and prevent it. The game is open ended. Once you defeat one type of invader, another will take its place. Players game time is determined by energy which he may add to at any time by inserting another coin.

**CONTROLS:**

The control panel of the game is the control panel of the ship. It includes many buttons to change your mode and to get various sensor scans, etc. These buttons have lights in them to show what is active. Plus most kids love to push buttons. (These lights can also be used to great advantage during attract.) For your main ship control, there is a joystick and an action button. These are used to aim the cursor and fire during battle situations, and to steer the ship when flying through space.

**HARDWARE:**

malot, since it will take quite a few pictures for the 1st person depiction of things. This can be done either by digitizing models, or by using the 3-D CAD system.

## Mission Impossible

This version submitted by Natalie Burgess  
Original idea by Lorraine Hobgood, as Cat Burglar

**Perspective:** First person removed, like XYBOTS. The same kind of perspective, looking down a hallway, will work nicely.

**Controls:** Similar to XYBOTS, a "twist-stick" and 2 buttons, one action button to take things, and one jump button.

**Technology:** Same as XYBOTS. Since this game could share a lot with XYBOTS, it has a lot of potential to become a kit.

**Object/Player Death:** To recover stolen goods from the mansions of career criminals and escape without being caught. The player starts with 3 lives and loses a life every time he gets caught, or leaves a mansion without completing the mission. Extra lives can be earned after scoring a certain amount of points.

**Game Concept:** You are an agent of the Special Forces, assigned to recover stolen goods from notorious jewel and art thieves. They are skillful burglars, having escaped from the tightest of security systems. But you are even better. That is why you are being sent to recover the stolen property. The bad guys are no fools, however. They have done their best to devise traps and obstacles to guard what they have stolen. "If caught or killed, the government will disavow any knowledge of your mission."

Each mansion that you will enter contains many items that have been stolen over the years. Your assignment is to recover as many items as possible, but there is no way that you can get it all in one trip since your bag isn't big enough. (The multiple trips to the same mansion can be used as a level select, minimizing graphics and tables at the same time.) To make it worth the risk of entering the mansion, your boss has placed a minimum value of items that you must recover. If you don't bring back at least that much, he will fire you, and you lose a life. Nice guy, your boss.

So, your job is all cut out for you. Just get in there, grab the stuff, and get out. Sounds easy. Unfortunately for you, the bad guys have hired a large security staff, and they do rounds at regular intervals. So you only have a

certain amount of time to get the stuff and leave, or a guard will find you. That's okay, you thrive on a good challenge.

Getting in is no problem. Finding some of the stuff will be, however. The bad guys have stashes hidden behind pictures, in secret compartments, and behind walls that reveal hidden rooms if you know what to do to throw the switch which moves the wall. Some of the stuff is locked in safes, and on top of that, some of the safes are hidden. Some are in plain view, but are heavily guarded. There is a wide range of obstacles that face you. There are alarms of every type imaginable. Detectors of motion, sound, light and heat are placed everywhere, designed to catch agents such as yourself. Passageways are laced with laser beams. If any of them are broken, an alarm goes off to alert the security staff. Being a specially trained agent, though, you are knowledgeable in the ways of thieves, and you are confident that no matter what kind of traps the bad guys set, you can outsmart them.

To help you to meet the challenges of your assignment, the government furnishes you with some equipment to increase the probability of your success. You can get a metal detector to aid in locating hidden safes, dynamite to blow safes, a stethoscope to crack safes (a slower, but much quieter alternative, in case a sound detector is nearby), a crowbar to pry into secret compartments, scanners to detect various types of alarms, and mirrors to get past laser beams. Better shoes give you more speed, help you to move more quietly, and help you to jump higher. A pulley system with a grappling hook attached to the end can help you make a quick get away. Q's son, R, is always in the lab, working on new inventions to make your job a little less hazardous. Also available to you are secrets of the hidden walls and compartments. Many government spies have died to provide you with this information.

As you wander through the mansions looking for the items you need to recover, you will also find other items lying around that may help you later. A careless maid may have dropped a key to one of the safes or a locked door. The groundskeeper may have left tools on the floor that you may be able to use later. A saw, hammer, or pair of scissors could really come in handy. A steak found in the kitchen may save your life if a guard dog finds you. The sheets on the bed could be tied together to make a rope for an escape from the second floor. There is no substitute for ingenuity for a secret agent. Use it to stay alive as you attempt to complete your impossible mission.

TOPGUN

This game would use Jed Margolin GSP based 3d polygon display system. This include a 2100 board to do the math processing and the GSP Turbo board which contains the display system and the game/simulation processor. For best visibility or vertigo, at least three screens should be used. The side displays would show what would be seen in the real universe as the aircraft goes through its maneuvers. The center screen would have the front view as well as any of the special information (i.e. radar or other special displays). No game company has yet to produce this kind of high quality flying game with a true sense of flying. We now have available the hardware and software tools to do such a game.

OBJECT: To shoot your opponent "out of the sky", keeping your opponent from downing your aircraft. There are several different ways to accomplish this. 1) You have guns which can fire at close range (i.e. you must be close to your opponent or they will fall short). 2) You have 3 heat-sinc missiles with computer-assisted "lock on" to your opponent. But this takes a few seconds to "boot" or "ready" the computer and you can fire only when you have locked onto your target. You must be careful when using this mode if your opponent is flying towards the sun. The sun can act as decoy. You or your opponent may also use magnesium (?) cannister decoys which can be ignited and dropped from the aircraft and can cause your missile to head off course. 3) In dense fog or clouds, radar can be used to detect the position of your opponent. The screen becomes a scanner with little "blips". Your plane position is the center or bull's eye of the target-like display and your opponent is a "blip" or dot on the screen. Be careful because if your opponent sees you or knows your position, s/he can send back his/her own signals to screw up your radar and change his apparant position which will evidence itself



as jumping of his position. Then you'll have to decide which blip is really your opponent. Every strategy your opponent can use against you, you also have (decoy cannisters, radar blips to confuse, guns, etc.)

**Controls:** The console would mimic a fighter cockpit as much as possible. Main steering control would be similar to the star wars airplane-like control with buttons on the handles for firing and readying radar and the missiles. Regular guns would always be operable and be on the bottom of the handles (left or right).

**Sound:** There would be lots of great music for the fighting, similar to the movie, and cross talk from your navigator warning you about approaching opponents and status of the aircraft ("we've been hit in the tail!"). Also, there will be tones for each type of weapon readying sequence and of course, explosion and some plane motor sounds. We may want to offer a jack so that user's or arcade owner's earphones can be used for maximum concentration.

**Misc.:** Your flight computer may suggest strategies if the pilot seems unable to cope (i.e. use radar—dense fog ahead) or tell you when your opponent has missile lock or is using radar, etc. The bottom part of the screen would be used for meters and gauges (altimeter, fuel, airspeed, # of missiles and decoy cannisters left, etc.)

**Beginning Sequence:** Taking off from the aircraft carrier and having it disappear, getting smaller and smaller as you gain altitude.

**First round:** This should be a training round coming from an offensive position. You are attacking the aircraft directly ahead of you (they start out that way). As the sequence continues, the aircraft are harder and harder to track. At the end, your points are added up to see if you can continue playing.



Successive rounds will call for successively more difficult maneuvers.

The second round may have a few of your opponents coming from behind or spiraling off to the side so that you will have to choose which man to follow with the knowledge that the others may be at your back.

After a successful round: Brings fighter down for a landing onto carrier, crew cheering and flight controller says "Nice job, kid!" ( and maybe you get a promotion in rank or a try for "Top-Gun!")

Technology: Margolin's Turbo or modified Turbo GSP/2100 board set.

## PYLON RACER

J. Se 11

64

**PERSPECTIVE:** 3rd person, similar to Champ Sprint, but a 45 degree view of the race course at an altitude of about 500 feet.

**OBJECT OF THE GAME:** International Formula One (IF1) Air-Racing. Build the hottest aircraft possible (within class limits) and race against 3 others (1 drive ala Champ Sprint). First across the finish line wins the big bucks.

**CONTROLS:** Joystick, throttle lever. Joystick controls up/down, left/right. Throttle controls engine.

**DESCRIBE HOW THE PLAYER DIES OR HOW THE GAME ENDS:** Game ends when one player crosses the finish line. Player dies on impacting surface, pylons, other aircraft or exceeds the course boundaries (noise, smoke and flames).

**VIDEO ACTION:** The race course is a view of Stead Field, Reno International Air-Races (desert surrounded by low hills). The 3-1/8 mile hexagonal race course is marked by pylons 30-feet off the ground, the finish line is marked by a checkered tower and wind-sock mid-screen. The course is flown counter-clockwise for 6-10 laps. Races start on the ground (race horse start), failure to lift-off results in a crash. Each aircrafts altitude is depicted by shadows and apparent size. Violation of safety rules (hazardous operation, cutting-in on turns etc) results in a crash or point/time loss. Each aircraft produces wake-turbulence which causes close-following aircraft to loose a measure of control. Aircraft can fly above or below other racers, airspeed being increased dramatically by diving toward the surface under full power or decreased during a climb. Pylons may not be cut or passed at an altitude lower than 30-feet (point/time loss). Minimum altitude during race is 30 ft, maximum altitude is 200ft. Racers could gain additional features for their aircraft by flying through balloons floating above the race course (ala champ sprints wrenches). I have a complete copy of IF1 rules and many photos of Stead field, IF1 class aircraft, and race in progress. There are other classes of air-racing at Reno, Sport-Biplanes, AT6 (WWII trainers) and Unlimited (P51's, P40's and other fast warbirds)

**TECHNOLOGY:** Possible conversion for Champ Sprint

### Additional Notes:

Exceeding the course boundaries could result in engine failure, the aircraft could be allowed to attempt a landing and receive a new airplane in which to take off again, from the starting line.

Best lap times and speeds could be reported for each aircraft at the end of each race. Penalties for cut pylons etc. would be subtracted from the total times.

### Flags;

green	start of race
white	start of last lap
checkered	finish
yellow	emergency
red	abandonment of race

Winner of each race need not deposit additional coins.

No section change should exceed 60 degrees (time penalty).

Any clouds must be at 1500 feet minnimum.

Surface winds shall not exceed 35mph (peak).

Crosswind component shall not exceed 20mph (peak).

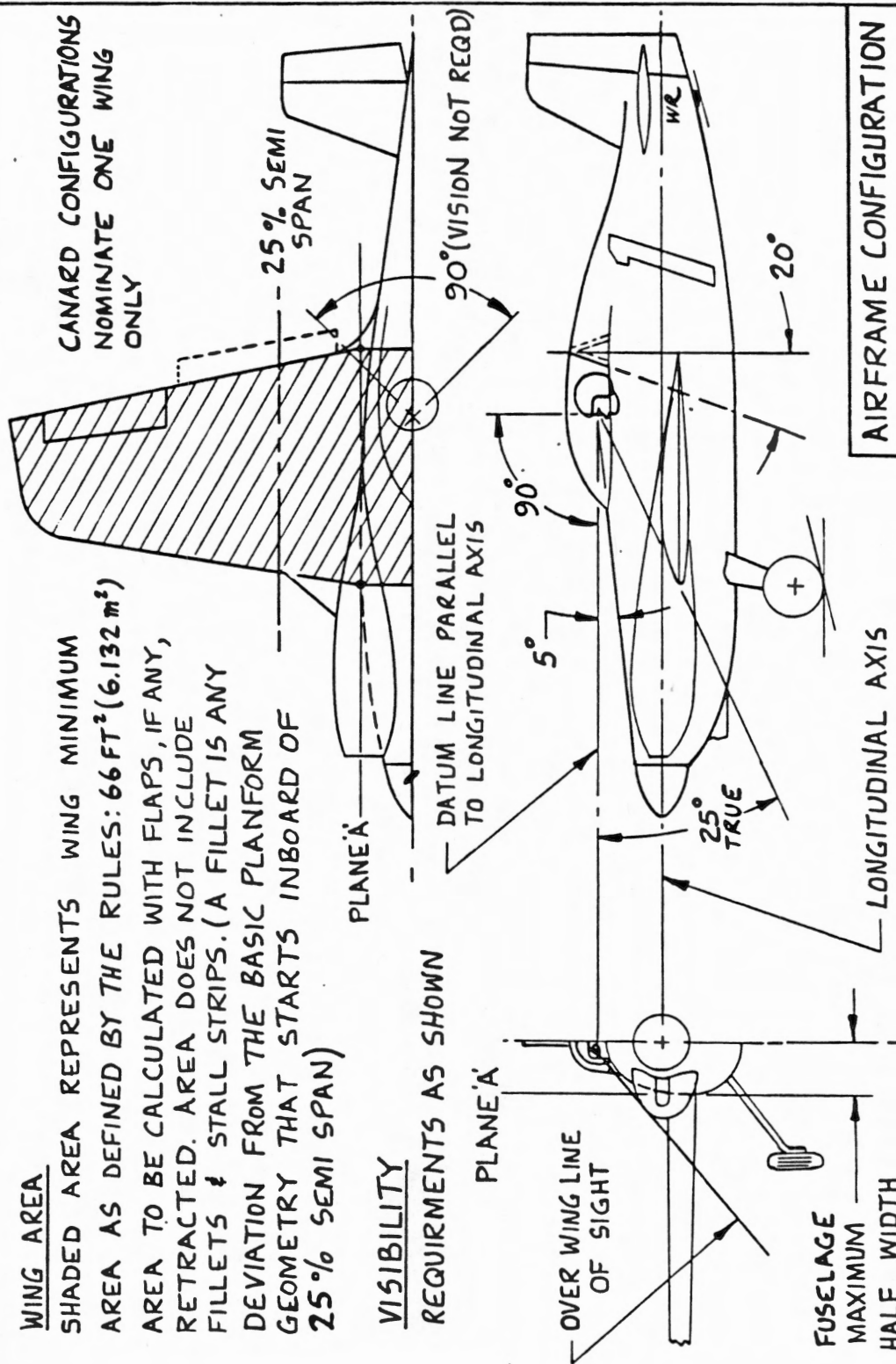
WING AREA  
SHADED AREA REPRESENTS WING MINIMUM AREA AS DEFINED BY THE RULES:  $66 \text{ FT}^2 (6.132 \text{ m}^2)$   
AREA TO BE CALCULATED WITH FLAPS, IF ANY, RETRACTED. AREA DOES NOT INCLUDE FILLETS & STALL STRIPS. (A FILLET IS ANY DEVIATION FROM THE BASIC PLANFORM GEOMETRY THAT STARTS INBOARD OF 25% SEMI SPAN)

SHADED AREA REPRESENTS WING MINIMUM AREA AS DEFINED BY THE RULES:  $66 \text{ FT}^2 (6.132 \text{ m}^2)$

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## REQUIREMENTS AS SHOWN

REQUIREMENTS AS SHOWN

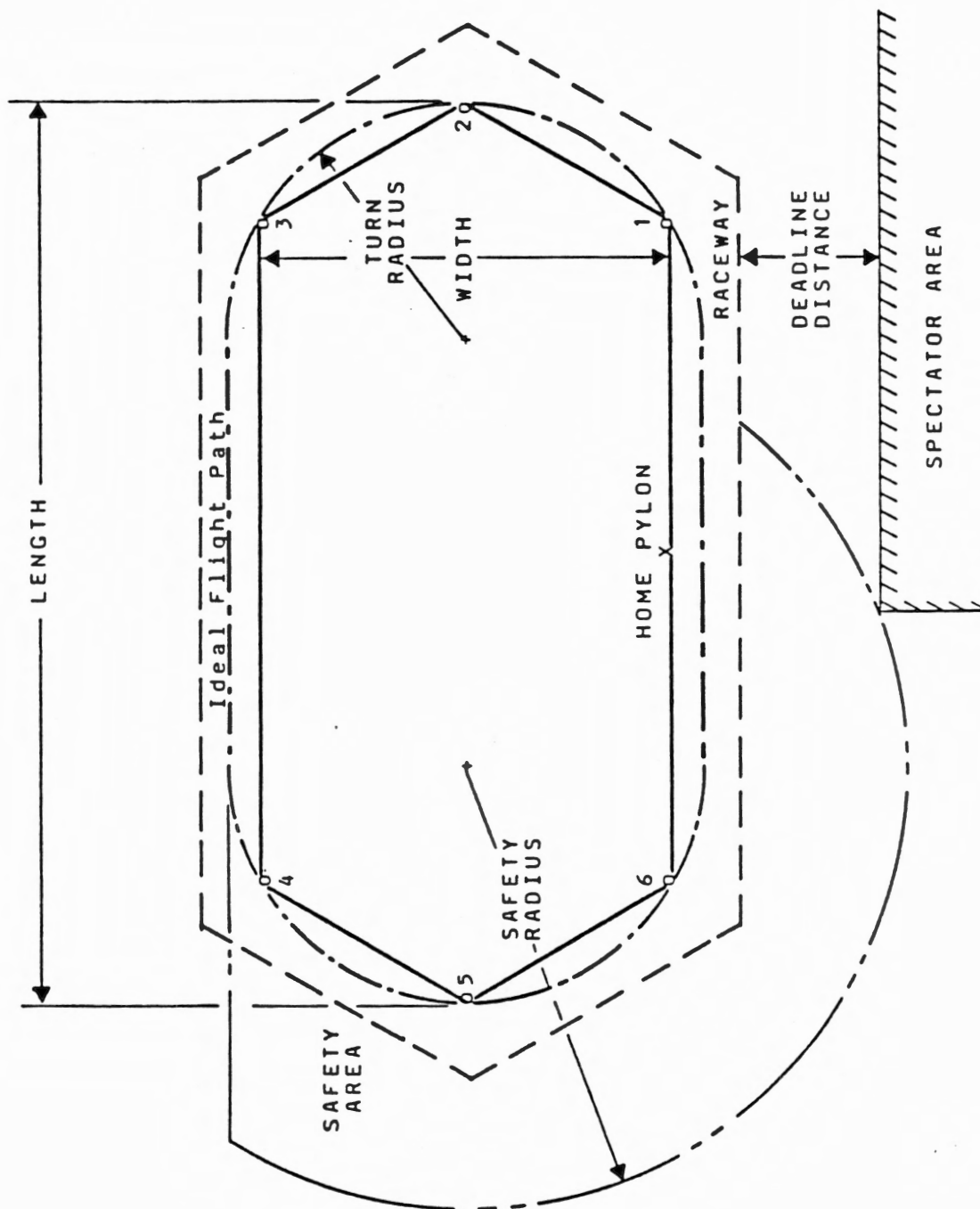


# AIRFRAME CONFIGURATION

## IF1 - APPENDIX B

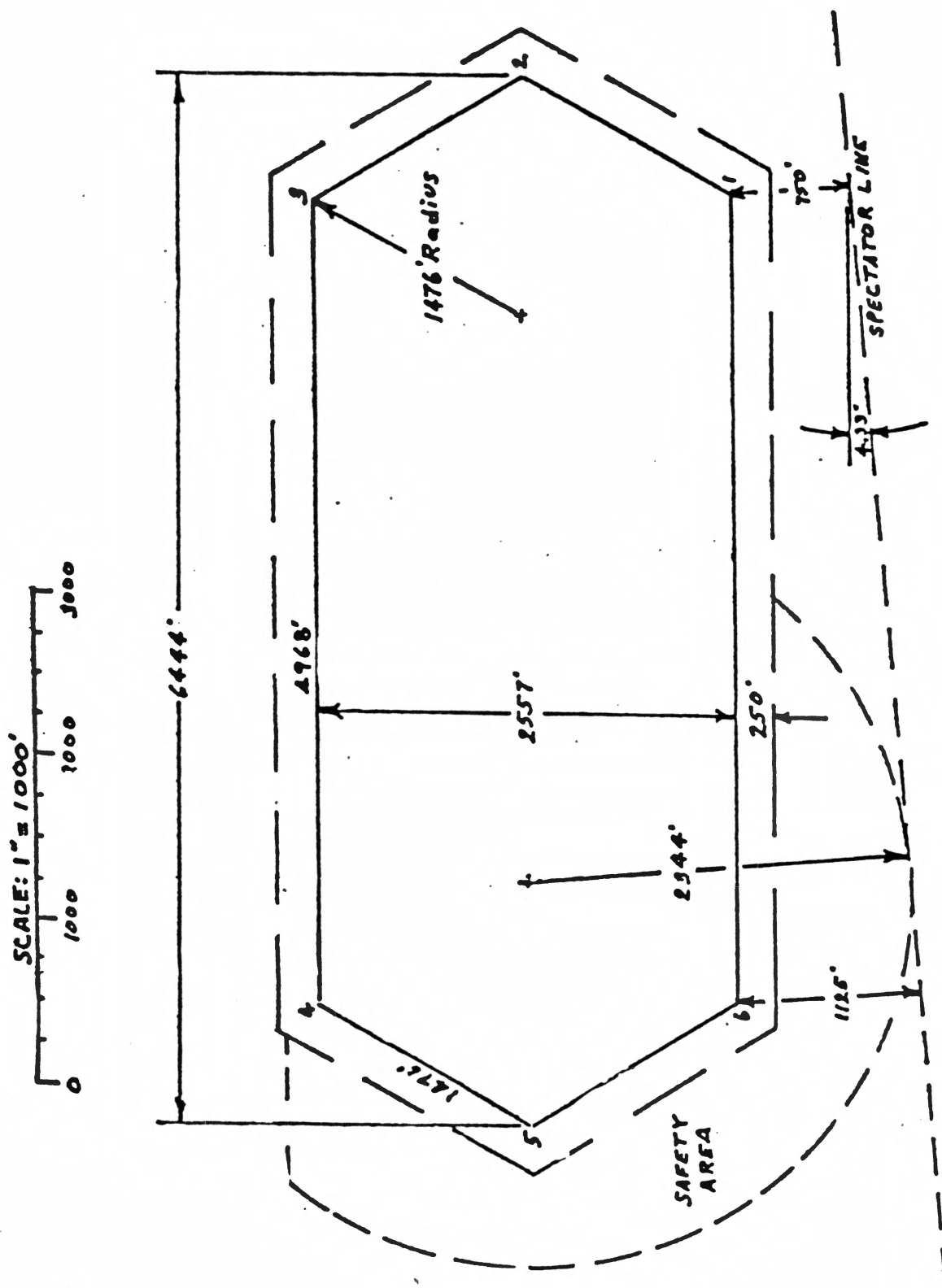
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TYPICAL AIR RACE SITE

67



3 MILE, 3.0g FORMULA COURSE



From: CHARM: SMITHSON 2-NOV-1987 13.45  
To: DOWNEND, SMITHSON

Subj: Game Idea

SUBMITTED BY: Bonnie Smithson

DATE: Nov. 2, 1987

REVISED: Nov. 30, 1987

Perspective: First Person Removed

The player is in a hockey rink. Both the opponent team and the other members on the player's team are computer controlled.  
( The perspective is illustrated in Figures 1-2 )

True first person ( not removed ) has the problem of the player not being able to see the puck when it is very close to the player. Making it first person removed takes care of that. Falling on the ice will be in true first person perspective. ( See drawings of falling -- Figures 3-7 )

In the brainstorming, these other perspectives were proposed:

Top down/ 2 player, with one control each for a whole ice hockey team.  
Two players/ two monitors, on Cyber hardware.

I originally wanted a stereoscopic system. I think that ice hockey would be a good choice for a stereoscopic game because of the fact that it is a fast, rough sport. I realize that using stereoscopic hardware would cost us some R & D. However, there seems to be a resurgence of interest in stereoscopic 3D and in the past, even though the popularity hasn't lasted for a long time, it was fast and furious while it existed. There is a currently running advertisement for Toyota using a stereo-viewer, and there are some recent home games produced by our competitors using it. There have been recent 3D TV broadcasts, etc. ID would have to come up with some viewing system which could be reasonably hygienic in an arcade setting, like the periscope for Sub Rock, and it should use a LCD shuttering system.

Object of the game:

The Player is the star player on an ice hockey team and is trying to win the game for his/her team. The game follows all of the rules of regulation ice hockey. Fouls can be called on the player as well as computer controlled players from either team.

The opponent team as well as the player's team are not drone-skaters which have the same graphic image -- but there are distinct team members with distinct personalities. Number 17 may have a penchant for trying to use the player as a puck. In the early waves, computer controlled members of the players team can demonstrate strategies and maneuvers on behalf of the player, and in later waves, leave the player to fend for himself. Since there are many team members and many scales and rotations of each, I think that the characters could be distinguished by the palette they are assigned to -- in one palette, the skater has beard stubble, in another palette, he can appear clean shaven by making the beard stubble skin-tone. Brunette, blond and red hair conversions can be done via a choice of palette. They all must have a unique number and quirks of personality as well as a skills profile

The player loses when the other team wins the game or the player loses too much health.

Controls:

1 A joystick with spin ( like Xybots ) moves and rotates the player. The spin determines  
2 which part of the rink the player can see. A spring loaded lever  
3 with a minimum of 16 positions will simulate the action of the hockey stick. A joystick  
4 could be used to simulate the hockey stick swing if the spring loaded control turns out  
5 to be problematical.

6 Video action/ or Cabinet or Illustrations describing the concept.

7 Hockey Pucks and sticks as well as elbows, etc. from the other players can fly at  
8 the player. The action will be fast and the other team will be  
9 aggressive. Fouls can be called on the other team as well as against the player.

10 There will be realistic penalty boxes and fights between the teams will break out when  
11 they get too fired up.

12 When the player falls, he gets a realistic view of the ceiling as he lands on his back  
13 and continues to slide. Then member(s) of his team skate over to help him up and  
14 help him up.

15 The game should portray the feel of hockey to players effectively enough for the players  
16 to vent aggressive tendencies by playing the game.

17 See Figures 1-7.

Hardware:

18 Stereoscopic Images from LCD Shutter technology

CR

19 Romalot Hardware.

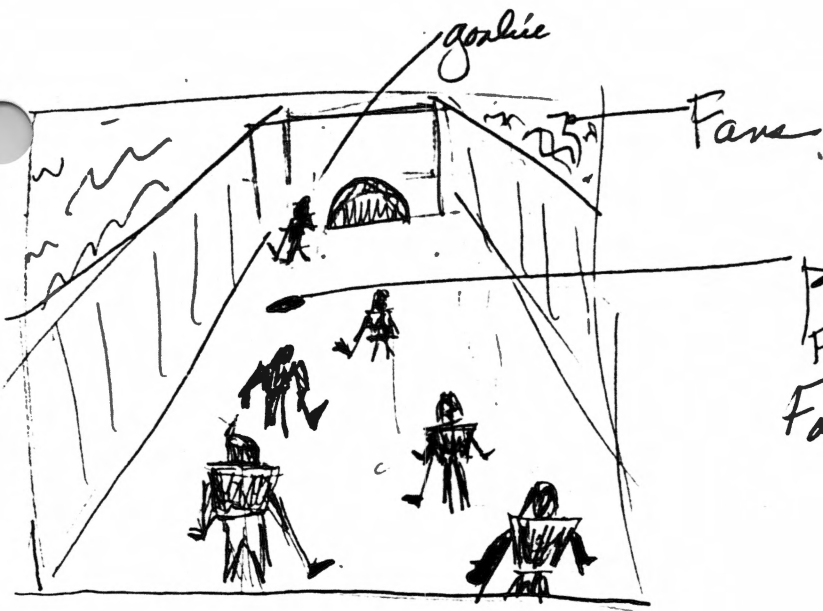


FIGURE 1.  
Facing other team's goalie

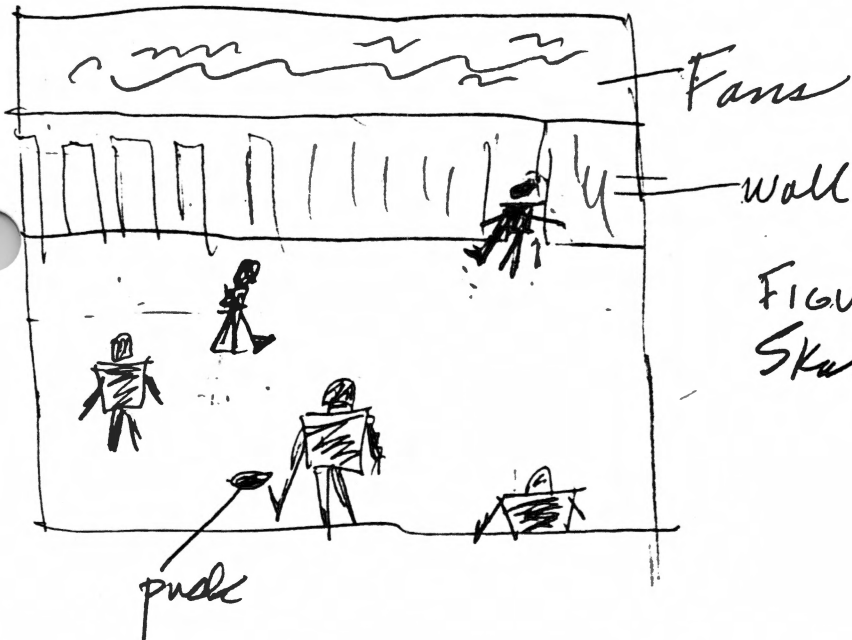


FIGURE 2.  
Skating across the width of the ice.

Figure 1. Samples of perspective during gameplay.

# FALLING ON ICE

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FIGURE 3.

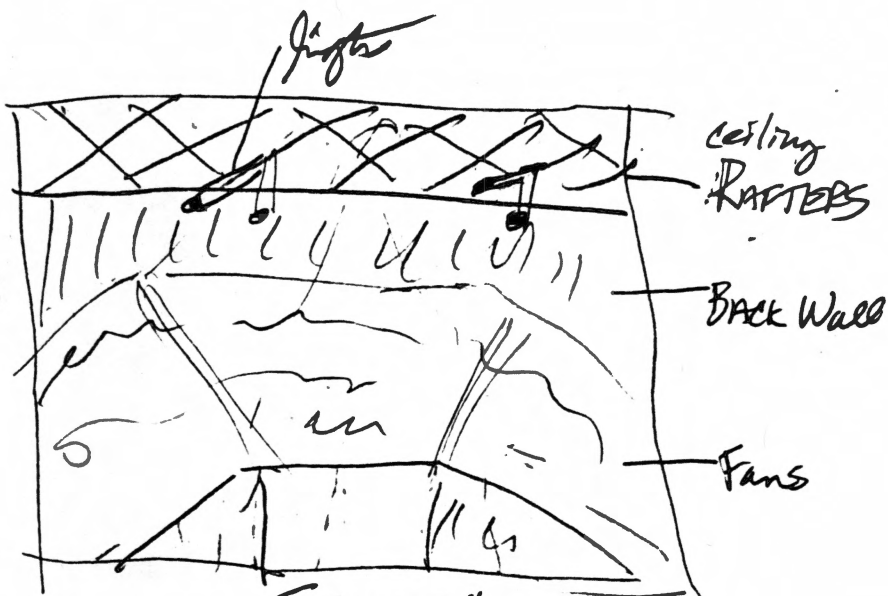


FIGURE 4.

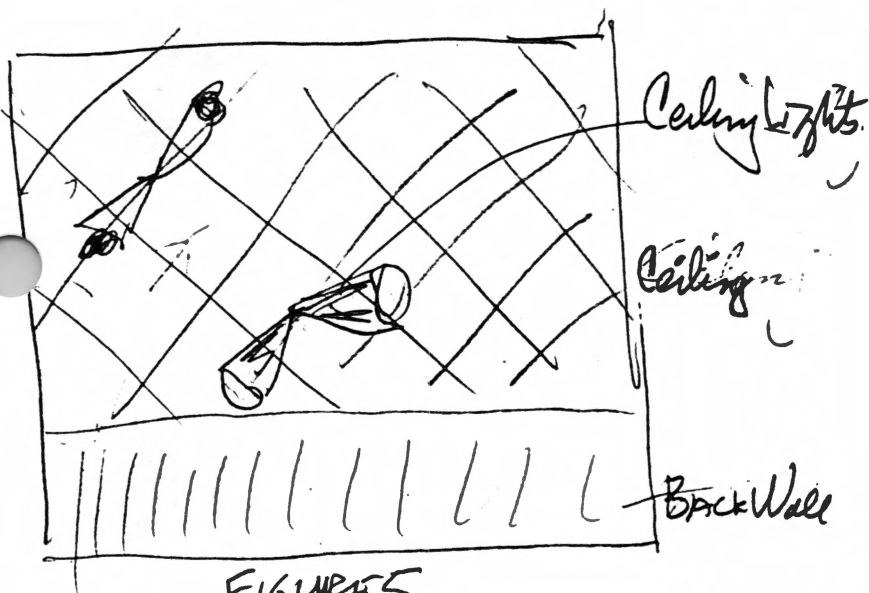


FIGURE 5.

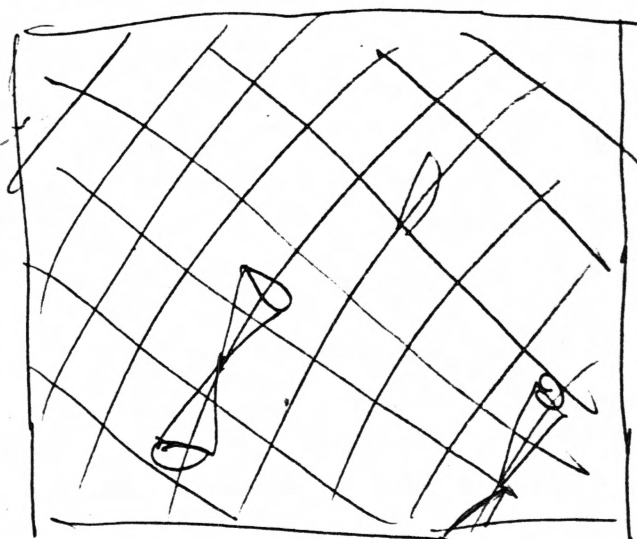
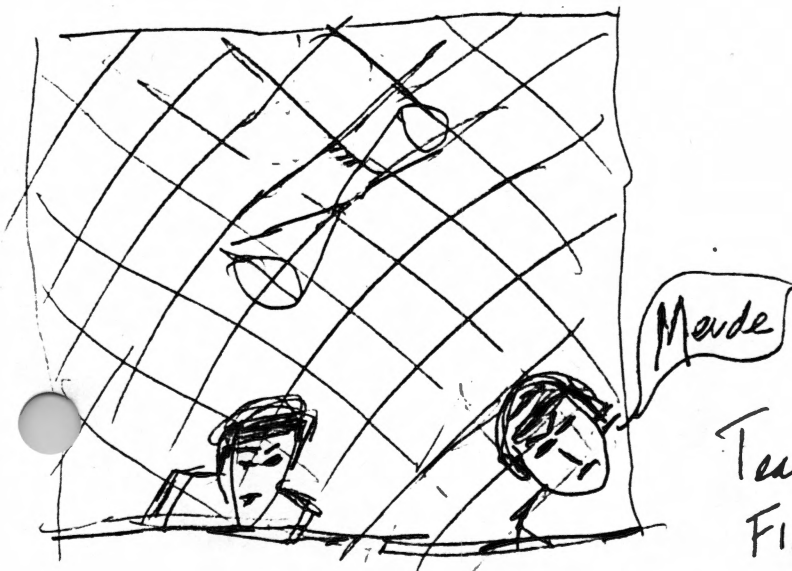


FIGURE 6, Full View of Ceiling Slide to a stop.



Team Members to help you up.  
FIGURE 7.

NAME	BUMPER CARS
CABINET	System II - 2 player New 4 player (i.e., Indy 4, 25" monitor) 8 player - rubber around control panel, similar to front on actual bumper car
HARDWARE	System II
CONTROLS	Footpedal - gas (Champ Sprint) New Steering - opto coupler, but instead of a steering wheel use a bent, crank-like shaft.  Feedback on controller (i.e., Outrun), handgrip - hard rubber (good size), shaft - metal housing.
THEME OF GAME	Bumper cars racing around a track, similar to Sprint but collisions would be major part of game play (feedback controller), bounce off walls, use angles, drones.
PLAYFIELD	Simple tracks (wide) so bumper cars are going fast, circle, square, rectangle, figure 8, oval (total of 5), some with rubber walls. Track would be 3/4 to 7/8 of screen. Race standings display (1st, 2nd, etc., score).
PERSPECTIVE	Overhead view (third person)
ATTRACT SCREEN	1 - Large picture of happy, smiling, sexy people climbing in and seatbelting themselves into bumper cars.  2 - Cars driving on track, show angles, blocking moves, picking up bonus items, obstacles, different tracks.  3 - High score table.
FEATURES	4 - Credits Pop-up cones, walls, bumpers that push you harder than your speed would indicate (pinball-like thumper bumpers). Wrenches (like Champ), basic maintenance needed every so many waves or problems develop. Bonus features: turbo speed, higher top end, more bounce, poles extending from side of car to prevent passing (limited time), maneuverability, bonus points. Have images of bumper car's shift shaking during collisions. Secret passages that allow bumper cars to go underneath track (limited visibility) Drones would hinder lead car most to keep bumper cars competitive.



25 NOV 87

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## BALLON VENDING MACHINE

CHRIS DOWNEND

This marvel of modern electro-kinetic wizardry performs the following feats right before your very eyes:

- fetches the ballon of your choice
- dextrously places the ballon on the inflation nozzle
- carefully meters out the exact amount of helium
- ties on the string
- ejects the helium-filled marvel to the awe and glee of small hands and big eyes.

Mommy, can I have another dollar?

Sales-pitch aside, I have personally bought helium ballons at a specialty shop at a dollar a pop. A vending machine would address the same market through a differnt location: supermarkets and 7-11's. The market is there this is an intersetting way to exploit it. Another feature of the product is the kinetics - it should be FUN just to watch the machine go through the motions of filling up the ballon.

Ideas gleaned from in-house session:

- They already make them - Chuck E. Cheese, Bulwinkles
- shape the machine like a clown
- ballon comes out of mouth
- have holiday themes ballons - Valentines, St. patricks, Easter
- Halloween, dsigner ballons, message ballons, face ballons
- different shapes - selectable or random for more sales
- lights on cabinet blinking
- shape it like a gun and ballon inflates out tip of gun barrel.
- juke box effect - hand fetches ballon and load it.
- put persons picture on it
- ballon animals
- large female shaped ballons, large male shaped ballons, large cucumber shaped ballons
- have a 2-chamber cabinet, ballon fills in lower chamber, and when full drifts up into upper chamber or "airlock", where customer can grab it.
- dial a message - ink jet printer print message on ballon
- Nitrous option, tied, not tied option.

## OBJECT

To have fun. Two players race against 5 drones, they must beat 4 out of 5 to race again (add-a-coin). Time limit - timer at top of screen because of blocking - bonus points awarded by time (best lap) can be traded for bonus features or score at end of game. In early rounds, if someone got stuck, the attendant would come out and help.

## ADDED FEATURE

Cars would have initials and numbers on them. Numbers determined by last score digits, initials would be top 7 high scores. Incentive to play long to reach high score because name is displayed during race and high score table. Flashing lead car score.

Feeling the bumper cars have on the track should be like driving on oil, ice, gravel, air (possibly all on a rotating basis) - uncontrollability/controlability.

## AUDIO

Speech to announce race. Music - rock, driving theme (i.e., Pearl Harbour and the Explosions "Driving").

## SOUND EFFECTS

Whossh, wizzing for bumper cars. Collisions, shrieks when hit.

## MARKETING POSITION

Feedback controller to combat Outrun sales. System II game - more base units. Possible kit for Champ. 4 and 8 player cabinets for arcades. Universal appeal - male, female, young, old

Young kids and older adults love to drive backwards, mess up lead car. Two distinct strategies, sprint and crash. Speed, skill driving, hindering others to slow them down.